PSX-PRO

THE PLAYSTATION MAG

It's the absolute finest and chicks love it

FREE supplement MicroProse Special

Face to Black

Exclusive! First PSX review

Actua Golf
Exclusive review! A good walk spoilt, actually

Impact Racing
Where you race around and hit things

Bust a Move 2
Tribute to Bad Manners' lead singer - not a bad puzzle thang

Olympic Soccer
That well-known Olympic event

Sampras Extreme
Extremely unlike Sampras to be honest

Virtual Golf
Virtually half decent

PSX

IDG MEDIA

PSX-Pro Issue #8
July 1996 £2.95

ALSO: BURNING ROAD, OLYMPIC GAMES, FOOTY SPECIAL

PSX-PRO ISSUE #8 JULY 1996

WE HIT THE SEX PISTOLS

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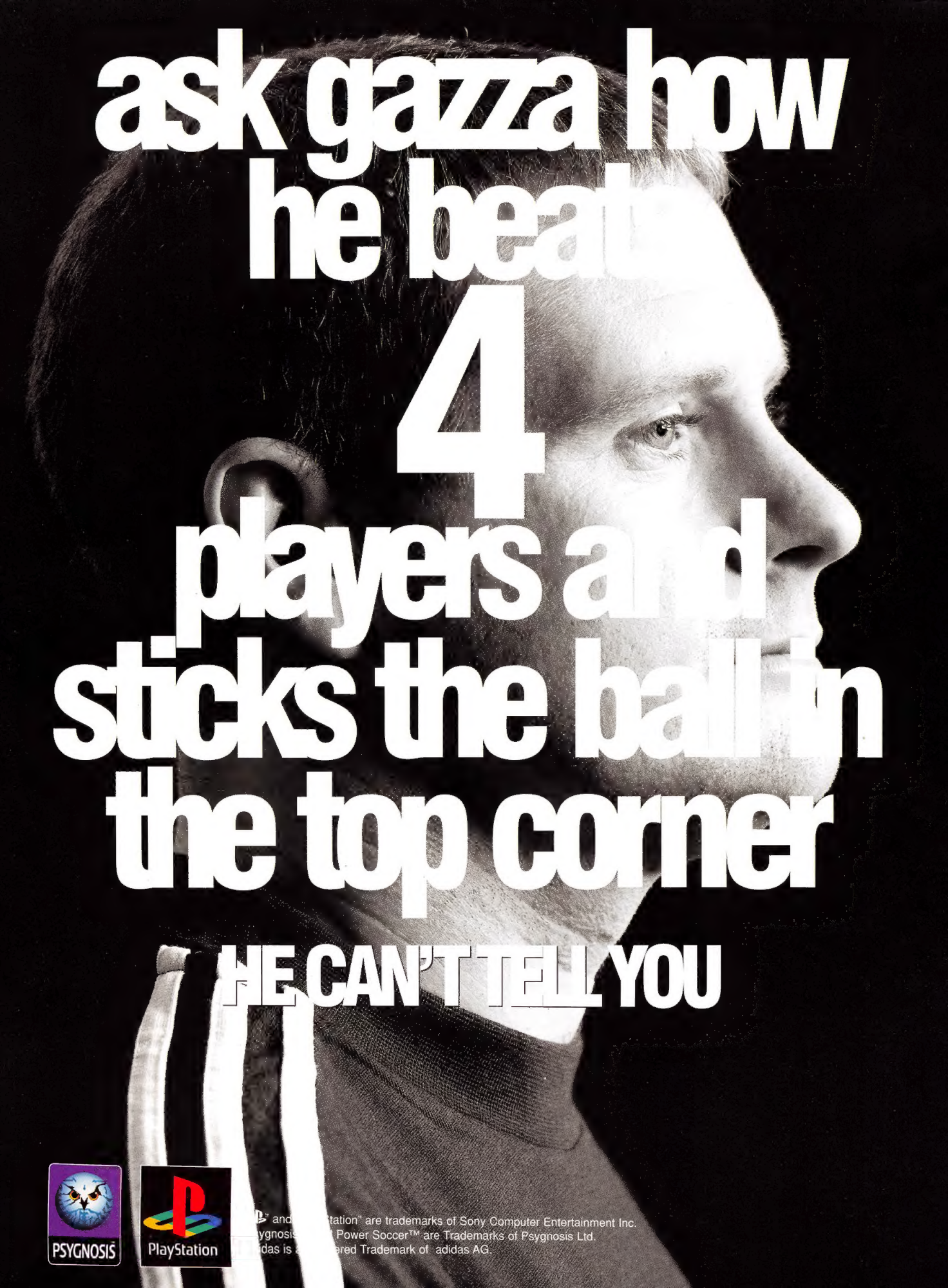

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PlayStation

Reviews 08

A brilliantly executed new slant on the arcade adventure genre, **Resident Evil** richly deserves its 9/10 and Game Of The Month for July. Respect to Virgin and Capcom

RESIDENT EVIL psa

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All the scores and second opinions on every official PSX release ever from all the PSX-Pro staff encapsulated in a feature called **The Big Picture**

THE BIG PICTURE ps2

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August issue of PSX-Pro out July 20

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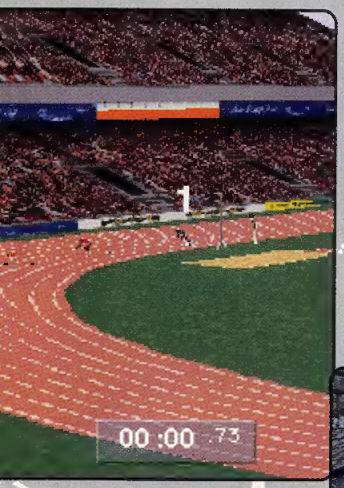

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Look, this is the score, the only reviews worth reading are in PSX-Pro. We tell the truth, however much it hurts. Read the lot – not just the comments

☆ ☆ ☆ ☆

Revi

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Many games have been wrongly attributed to have spookenhausen atmosphere. Not Resident Evil. Scarier than watching your first horror movie and a damn sight more exciting

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It's a pseudo-original slant on the old Tetris angle, showing a certain amount of originality in that you've got guns to fire off rounds at stuff above you. Kids will love it

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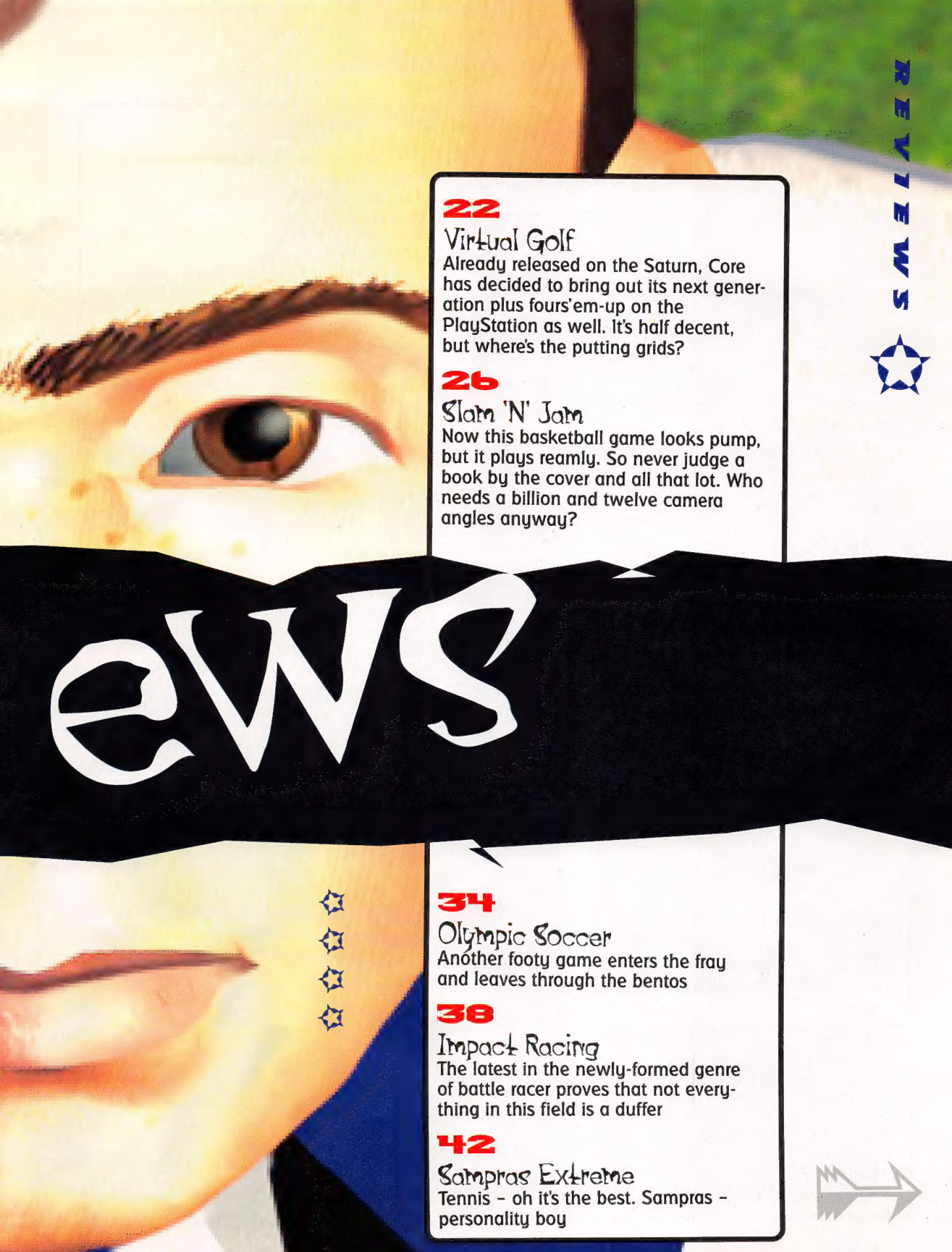
If you have any suggestions on how to improve the review section, writ



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The latest in the newly-formed genre of battle racer proves that not everything in this field is a duffer

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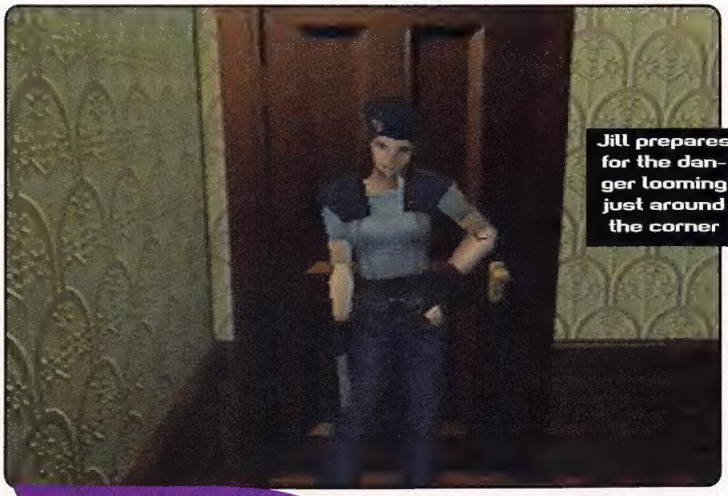


Jill prepares for the danger looming just around the corner

Reside

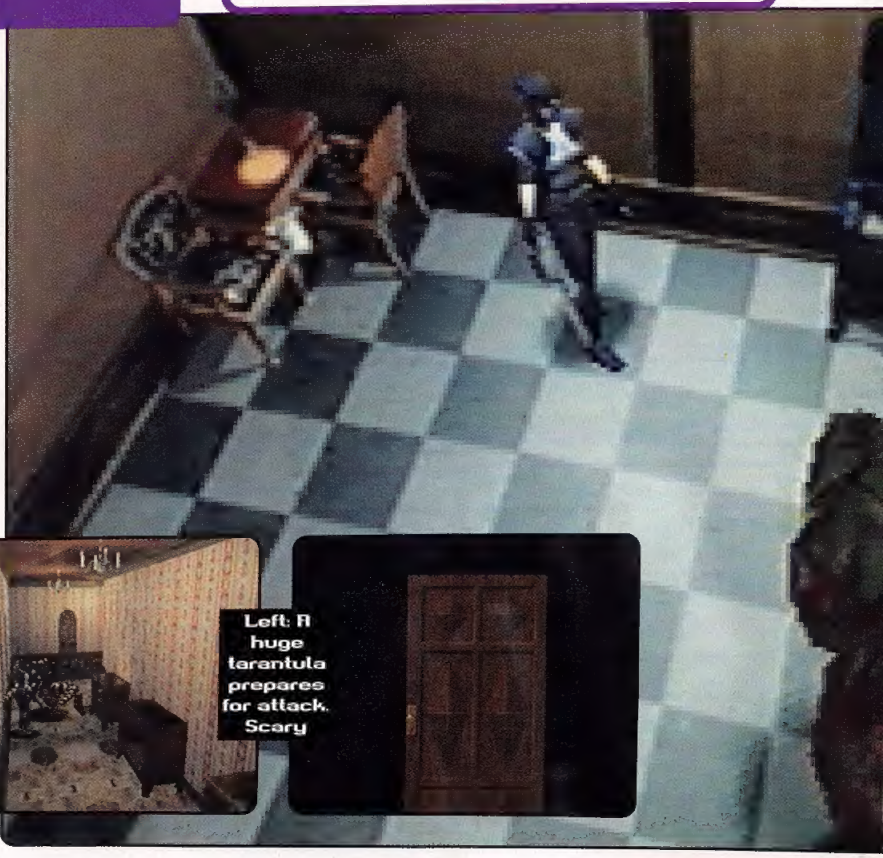
The house of horrors is here to rip your soul to shreds. And other stereotypical movie jargon.

by ANDY

Imagine being trapped in your very own Day Of The Dead, or other such zombie movie. Well that's what Resident Evil is like, and more. Initially you will be reminded of Alone In The Dark, only this is much more than you could hope for. The PlayStation is in for a rare treat when this hammers its way into the nation's homes in the near future.

So far with interactive games the *interaction* has been limited, but in Resident Evil it is by far the best seen so far, and it's difficult to see how it could possibly get better. This is because it's one monster of a game with more twists and turns than a Cadbury's Curly Wurly.

Resident Evil will blow you away. You will take charge of either Jill or Barry from the outset, and this will determine the difficulty level, as both have their own characteristics determining what they can carry, and even their tasks will be different. In effect there are two games in one -albeit with numerous overlapping parts - to make one glorious whole.



Left: A huge tarantula prepares for attack. Scary

The game begins here in the mansion foyer

nt Evil

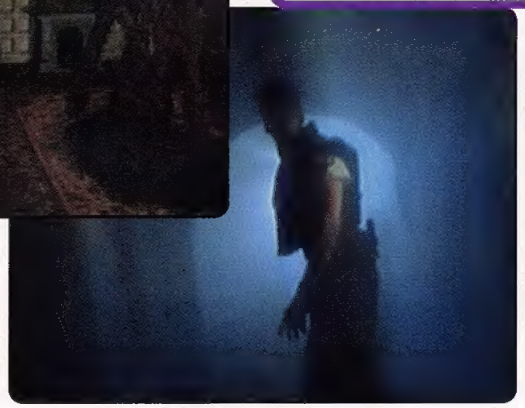
You are part of a task force sent to locate a missing team who were looking into strange occurrences in the Racoon Forest. There are some muddled reports of strange murders around Racoon City and the Bravo team have somewhat mysteriously disappeared.

After setting down on the ground, the intro begins and you will meet the other characters in the game. This is all done in black and white to tone down the gore, though it does remain true to the atmosphere of the effort.

The mansion you start in looks eerily devoid of life, but it soon becomes apparent that something is amiss. It's up to you and your remaining team members to uncover the secrets and solve the mysteries surrounding the area. And this will take quite some time.

During the mission you'll discover more and more about the evil spreading throughout the area. Hopefully you will then be able to do something about it.

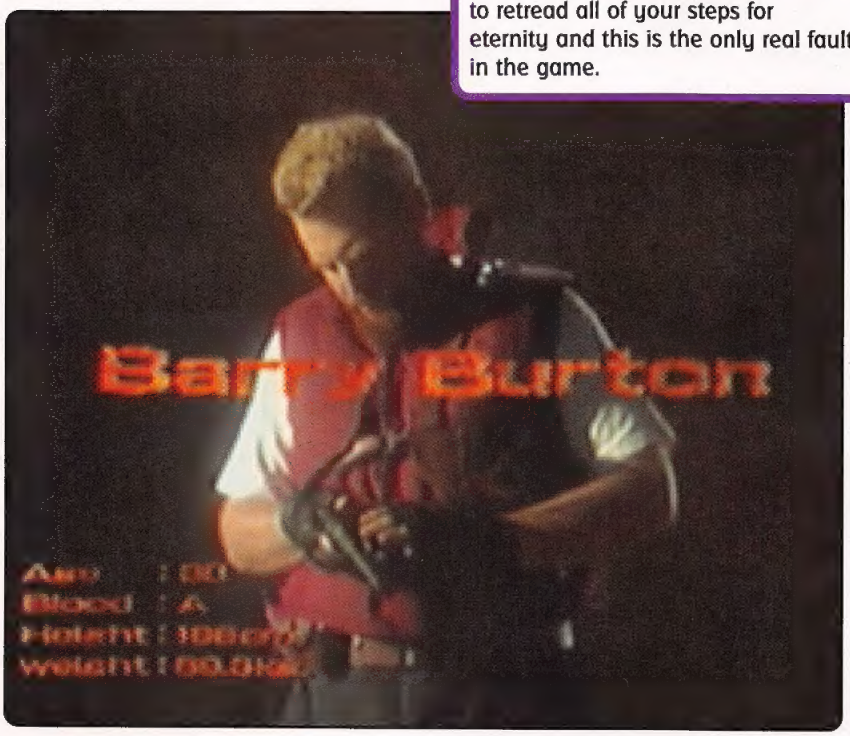
To make any progress you must collect weapons, ammo and other items dotted around the mansion and its grounds. Some may seem to be useless but a little tenacious clue hunting will help you find out what each item is used for.



A balcony – very handy for getting hung

Resident Evil

The intro movie is filmed in arty black and white

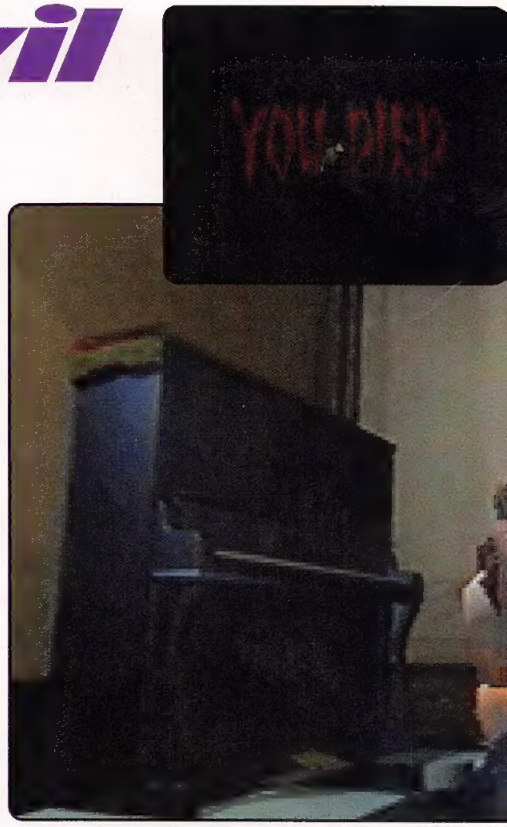


The mansion itself has just two floors, but with the surrounding gardens and guardhouse there's plenty more to do the game than wandering around the corridors of just one building.

Starting out, you will be allocated only the bare minimum in terms of weapons and from here you must search every nook and cranny to find health bonuses, clues, extra weapons and a host of other useful items.

Slowly but surely, you'llchip away at the mystery by exploring the mansion and surrounding grounds. To do this you are expected to find mansion keys which will give you access to other sections within the building.

No room should be left until you've searched it thoroughly, as switches may need pressing, furniture moving or items gathered. You get the general idea by now – it's no stroll in the park, and even manages to incorporate numerous puzzle-solving situations. The puzzles come in numerous forms and vary in difficulty, but are common to each other insomuch that all are capable of keeping you stumped for hours, as I found out to my dismay. Frustration can set in, as you seem destined to retread all of your steps for eternity and this is the only real fault in the game.

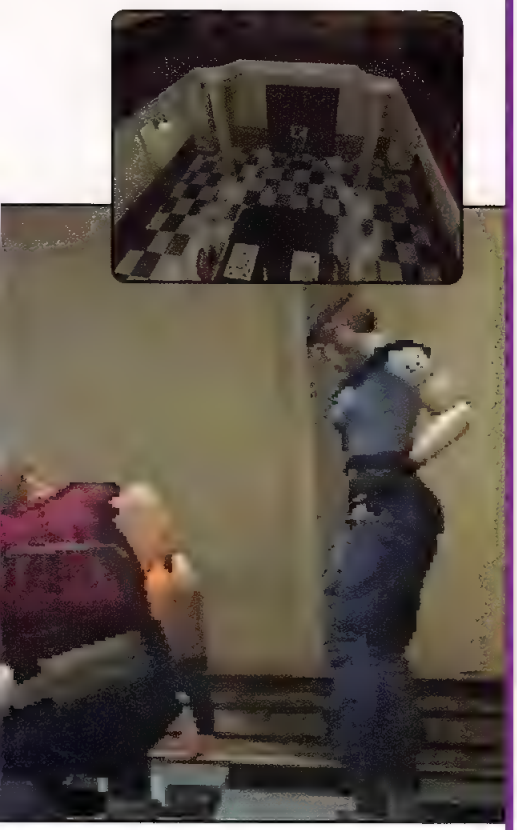


Graphically, every little detail, no matter how tiny, is included. The three dimensional environment is as lifelike as any you'll have encountered, with everything in seemingly perfect perspective. Even the blood smears on the walls are chillingly realistic.

As you progress through the plot you will be treated to sequences of rendered graphics which add to the story, and eventually you'll be invited to make some crucial decisions. One wrong move and the whole game could be over at any time.

This is why anybody who delves into Resident Evil must possess a memory card, otherwise there's no point in attempting to plough through. Hour upon hour of brainteasing gameplay is involved before the whole package is sealed and you can escape the evil that is, indeed, Resident.

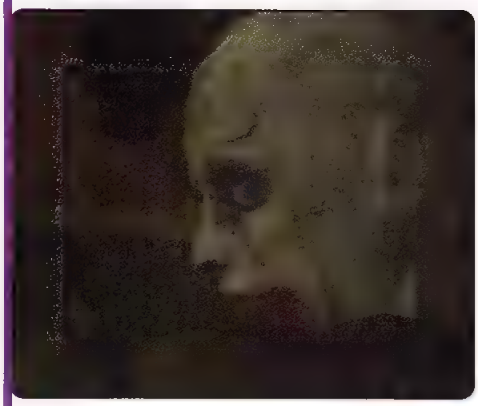
What this game offers, which most arcade adventures lack is the gameplay and longevity to keep even the most impatient of people hooked for large periods of time.



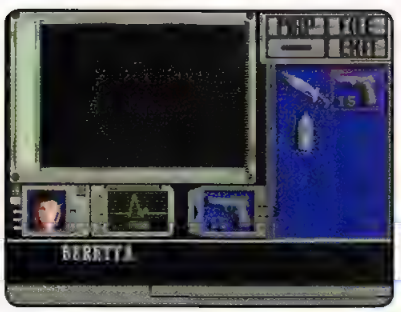
For a game of this type the controls are kept incredibly simple, and you will only need a few buttons to execute all of the functions and options.

To compensate for your character's ability to carry only a limited number of objects, store rooms with large containers allow you to keep the items you've collected safe, enabling you to collect others. These usually contain a typewriter which is a save game point - but you must have obtained an ink ribbon with which to do carry this out. A pointless extra, but it doesn't really hinder your progress due to the abundance of ribbons dotted throughout. It only becomes a little annoying when you have to retrieve them from the containers.

The sounds are scarily realistic whether they are gun shots, opening doors or the sounds of zombies chowing down on some tasty raw flesh. Combine this with the atmospheric background music and it all adds up to one of the scariest and most essential buys for your PlayStation.



Choose one of the two characters to tackle the horrors with at the start



SUMMARY

GAME Resident Evil
GENRE Arcade Adventure
SOFTWARE HOUSE Virgin
PRICE £44.99

While I'm not too big a fan of this type of game, Resident Evil has had me hooked due to the sheer excellence and precision of its production. So much so that I can't actually justify slagging this genre off anymore. It's obvious that it takes its influences from several sources, but shows that with time and effort it's possible to produce quality games. Graphically it's top notch, with just the right balance of puzzles, action and adventure. This is far and away the finest game in its field.

GRAPHICS 9
GAMEPLAY 9
LASTABILITY 9

OVERALL 9

I Reckon [illegible] 7

by Steve

Or maybe eight, I'm not sure, perhaps even nine, but the fact is I can't give it anything, and why? Because Andy's hogged the game for days and nobody else has had a look in, that's why.

Since this is a game to which a sequel-suggesting number is attached, you may be wondering – and justifiably so – as to the whereabouts of Bust a Move, and the answer is full of Oriental mystique. BaM 2 has its roots firmly planted in the Orient, or more accurately Japan – a nation whose video game situation is not unlike the US movie market.

Any old crap is lapped up domestically by a population hell bent on its money making the transition from wallet to till as quickly as possible, and it's in the foreign markets where the situation begins to go pear shaped. Wheat and chaff are separated, wheat is exported and consequently the likes of *Cheerleader Stripper Killer IV (Pom-Pom Nightmare)* and *Bust a Move* remain safely within the confines of their own shores.

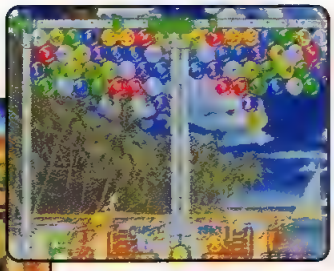
It is safe to assume, then, that Bust a Move 2 is an improvement on its predecessor based solely on the fact that it is available. That it should be not only playable but also semi-enjoyable would be almost too much to ask. Amazingly though, that's the case.

The obligatory map screen, because, hey – we need it

Bust a

The graphics versus gameplay debate continues, with an Oriental offering stating its case

by PAUL



Placing enough blobs together means that space is made and your game continues, but to make any real headway more cerebral tactics are required. The edges of the play area can be used to deflect your blobs into those hard to reach places, and a trio of like colours in the middle of the blob melée will bring bring down everything underneath them when they fall. It's a gravity kind of thing, y'know? It's astonishing how much simple pleasure can be derived from a few well placed shots. The feeling of satisfaction when a dozen or so blobs collapse is

Every single screen puzzle game borrows from the seminal tetris to some extent. Hebereke's Popoitto borrowed from it to all extents and singularly failed to improve upon any aspect. BaM 2, whilst certainly no shining beacon of invention, at least has a few ideas of its own.

The Japanese seem obsessed with competitive puzzlers, and a player versus player option is provided here along with the obligatory *Vs computer* game. It is the Puzzle Game, though, which will appeal to most die hard brain teaser fans, and the one which provides the most honest to goodness enjoyment.

There are coloured blocks. Or at least, coloured blobs – only instead of dropping from above in anticipation of arrangement, these blobs are fired by yourself from the centre of the screen. A set amount of blobs already hang suspended at the outset, moving down as time ticks by. The idea, of course, being that skillful firing and placement of your "ammunition blobs" will result in a set amount of the same colour (three) joining together and falling from the screen.

A well placed shot here will bring almost everything tumbling

move 2

Is this relevant? Is it? Is it? Do we need it? Do we? Do we?

something that anyone who's annihilated four Tetris rows will be able to understand, and the added competitiveness in two player mode whereby a monster clearance appears on your opponent's screen only heightens the feeling. For a while.

The problem is in the game's limitation. After a couple of hours play you will, in all likelihood, have cleared as many levels as you're ever likely to, and there is only so much retrying one can indulge in before the rot of tedium begins to set in. It's not as though you can enjoy the scenery as you go . . .

SUMMARY

GAME Bust a Move 2
GENRE Puzzle
SOFTWARE HOUSE Acclaim
PRICE £40

The second true PSX puzzler is far superior to Hebereke's Popoitto, and might even be called a 'Good Game', offering a new take on the block arrangement genre. It's bright, it's colourful, and the stupid characters are easy to ignore and therefore not annoying. But will you bring your mates round for a game? Will you be playing it two months down the line? Will you, in fact be playing it in a fortnight? The answers are no, no and no, and for these reasons, Bust a Move 2 is difficult to recommend.

GRAPHICS 6
GAMEPLAY 6
LASTABILITY 6

OVERALL 6½

I WOULD GIVE IT 7

By Steve

I've only played this in two player mode but it seemed alright to me. Better than that Popoitto rubbish anyway. Would I buy it? Not in a million years, but then again, I don't have to.

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Other helicopter games are about to be BLOWN AWAY

Gunship is THE helicopter game for the PlayStation. Choose from the all-action arcade blast-fest or the in-depth simulation which totally mirrors the reality of sitting inside a powerful Apache AH-64 gunship. Lightning reactions will make all the difference as you avoid incoming missiles, dodging behind mountains or ducking into river valleys. Fly five of the world's most advanced helicopters through flashpoint campaigns in the Gulf and Central Europe. Fly Gunship and blow them all away!

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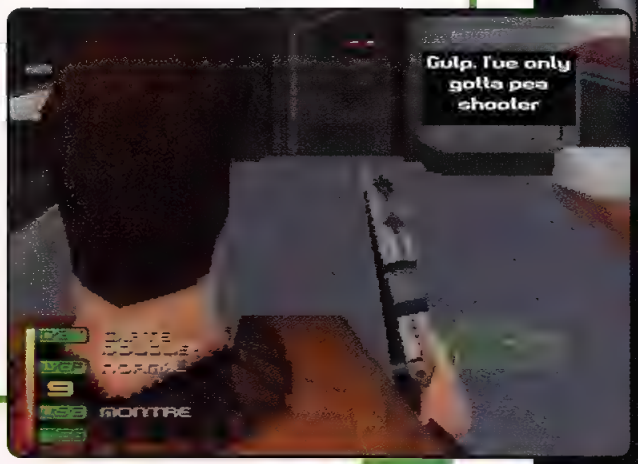
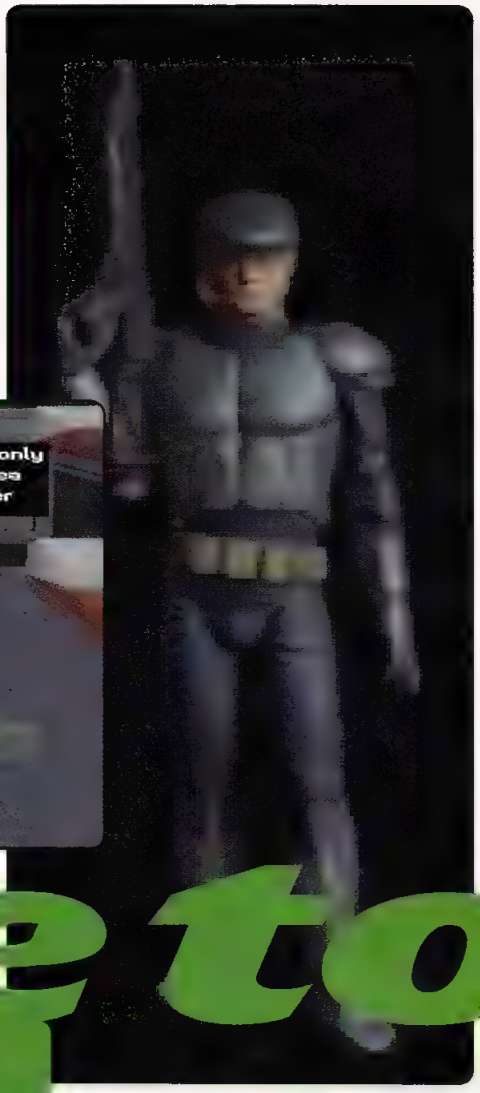
It should be made clear from the off that this game is nothing like Doom. Well, not really. The way things move around and the fact that you have to shoot at things is about where the similarities end. Doom was almost mindless. Fade to Black isn't. In fact, it's far from it.
The action takes place in the year 2190 when the solar system has been invaded by an alien race called Morphs. The Morphs are creatures whose metabolism allows them to adopt any shape, and who are controlled by auxiliary brains which are themselves under the control of master brains. These master brains are monstrous, gigantic creatures who live in the core of the planets they have colonised.

You play Conrad Hart, a loner captured by the Morphs and freed by resistance fighter John O'Connors to help in the fight against the new oppressors. The game is essentially mission based, and each is linked together by a superbly written, complex plot that twists and turns throughout, urging you on to find out what happens next.





Fade to

by STEVE

An old friend to some, a new hero to others, Conrad Hart returns to do battle with the evil Morphs once again

Graphically you can't fault Fade to Black. The polygons, of which I'm not normally a fan, work a treat and give realistic movement and add a tremendous amount of atmosphere to the game.

The backgrounds are vary greatly between the levels, and each suits the tense mood perfectly - and the pace at which the PlayStation manages to move everything around is more than adequate.

It works in a similar way to Alone in the Dark. The camera angles flick around to convey an impression of participation in an interactive movie rather than a computer game, but unlike that other French creation it's used to a much more devastating effect. It never becomes confusing and the action is always easy to follow, leading to some genuinely jump inducing moments when you fail to spot that proximity mine or Morph until the very last second.

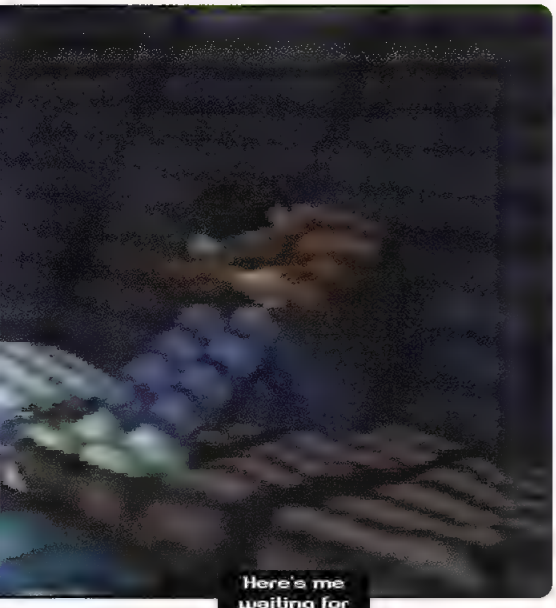
Actually, I should point out that the camera thing only occurs in general play. When things get a little heated you can exercise more control over the view by drawing your gun, at which point the view becomes fixed over your shoulder peering down the gun sight.

Black

Fade to Black reminds me of the Die Hard films for some reason, probably because of the blend of insurmountable odds of many enemies against one man, and the need to use your wits and the objects around you to survive.

There is plenty of shooting to satisfy the bloodthirsty among you but the puzzles are also extremely taxing, making this one of the most difficult games I've come across, even on the easiest of its three difficulty levels, and even quite early on in the game.

There's no way you could ever get through the whole game without saving so you would think that this would make a memory card absolutely essential. It is really, but for anyone who has not got one EA have provided four save game slots in the machine's memory which, while not as good as an actual card (because when you turn off the power they'll be lost of course) is a nice thought. Now that we know it's possible, we'll hopefully start to see more and more games make use of this temporary save facility.

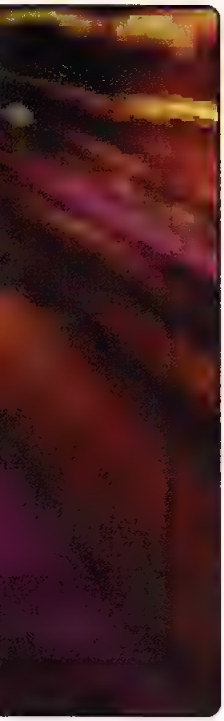


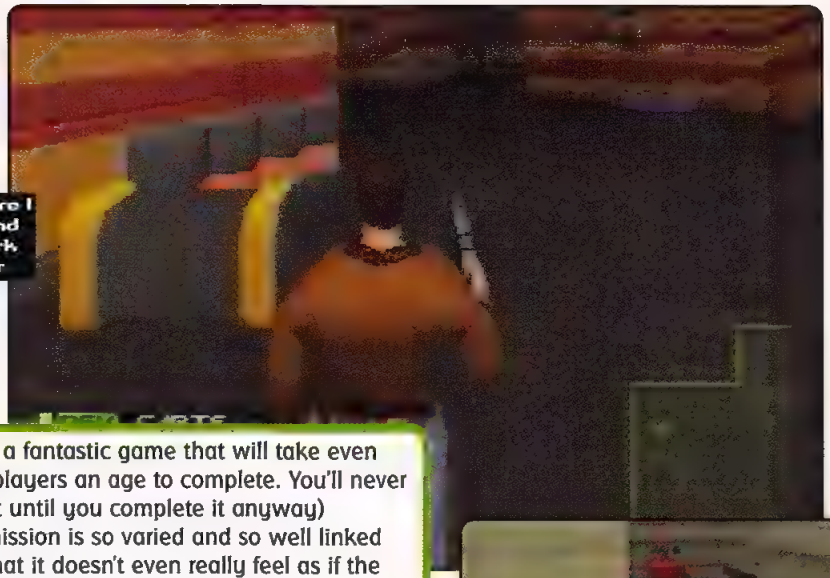
Fade to Black

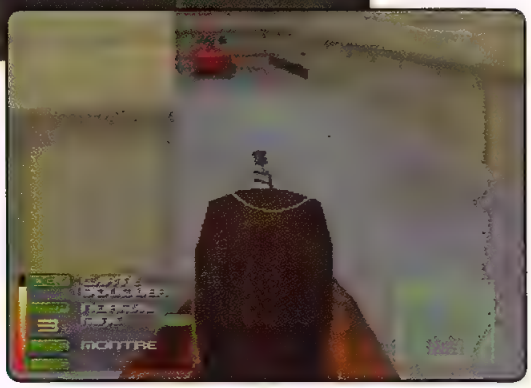
The best thing for me is the story. Nothing irks me more than a game where the plot is obviously largely irrelevant, but it's easy to see that F to B has been scripted and planned very well indeed. Unfortunately it's set in the future as usual, and in space, whereas I would have preferred a more realistic setting, but there's little in the game itself that is far fetched.

The aliens behave like humans for the most part and the weapons at your disposal are also fairly realistic (automatic pistols, mines, etc.). It's the plot and character development, however, which stands out as particularly excellent.

I won't spoil it for you by saying that in Fade to Black you never know who can be trusted and who can't - for instance, that dead looking body in the hospital? Well, you'd better put a bullet in it before you turn your back is all I'll say! And what about the chef on level one who begs you not to shoot him? Show him any mercy and he'll be squealing for the guards the first chance he gets. Corruption is this game goes right to the top and you really do feel that at times you're totally on your own.







Fade to Black is a fantastic game that will take even the best gamesplayers an age to complete. You'll never tire of it (at least until you complete it anyway) because each mission is so varied and so well linked into the story, that it doesn't even really feel as if the game is just a series of separate missions at all.

The only problem I have with it is the frustration factor. It's so tricky that I can see many people never actually getting to grips with the game's mechanics, and therefore missing out on most of what it has to offer.

The storyline's superb, the characters realistic and interesting (check out the doddery old professor you have to rescue and escort to the transporter room in level 2 for a good example. You really do want to kill him rather than rescue him after a few minutes of his constant whining that you're going too fast for him to keep up!), and the graphics some of the best we've seen. Unfortunately I really do think it's going to be just too taxing for a lot of PSX gamers.

SUMMARY

GAME Faded To Black

GENRE Arcade adventure

SOFTWARE HOUSE EA

PRICE £39.99

It's a perfect conversion from the PC with one or two improvements thrown in for good measure, and is one of the best value for money games around at the moment. Although it's very difficult the rewards are worth the effort. This comes highly recommended for anyone who likes games that successfully blend a couple of styles, and should appeal to fans of games such as Resident Evil and Alien Trilogy, because it fits neatly somewhere in between. EA's finest PlayStation hour by a mile.

GRAPHICS 9

GAMEPLAY 9

LASTABILITY 8

OVERALL 8½

I WOULD HAVE GIVEN IT 8

Although the idea's ream and there's more 'to it' than most PlayStation games, I hated the control method and the re-loading of the gun malarkey. Far too fiddly for me I'm afraid.

Gunship

I can't possibly review a game as complicated and in depth as Gunship on a single page

Don't panic. You can find a full, four page review of Gunship in that lovely booklet thing that came free with this month's PSX Pro. The purpose of this page (and the Top Gun one next to it) is simply to let you know that it's there and that you should read it. If you know what's good for you that is. The natural progression for the Gunship games (which have been phenomenally popular on just about every format ever known to man) was to the PlayStation and simulation kings MicroProse haven't let us down.

Even up against stiff competition from Firestorm and Warhawk (although I still maintain that Warhawk is the most overrated pile of... well, you get the picture) Gunship manages to lead the field by some considerable distance and it's going to be difficult to knock it off it's lofty perch.

Anyway, if you want to know more then check out this month's free supplement where you'll find all the details on this (along with comment and score and just about everything else any self respecting PSX owner should know about MicroProse).

Duck out of the way of the rotor blades

Bandits at eight o'clock

Can MicroProse, ahem, 'Take My Breath Away' with what has to be the latest film licence of all time?

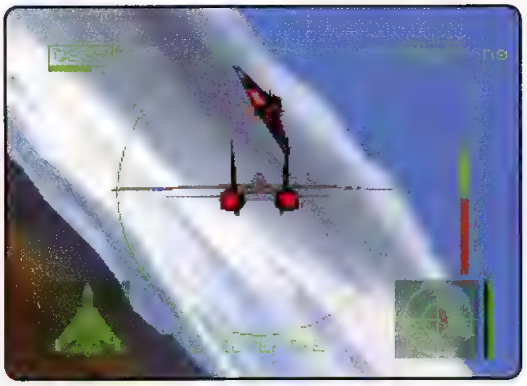
Top Gun

Fire at Will

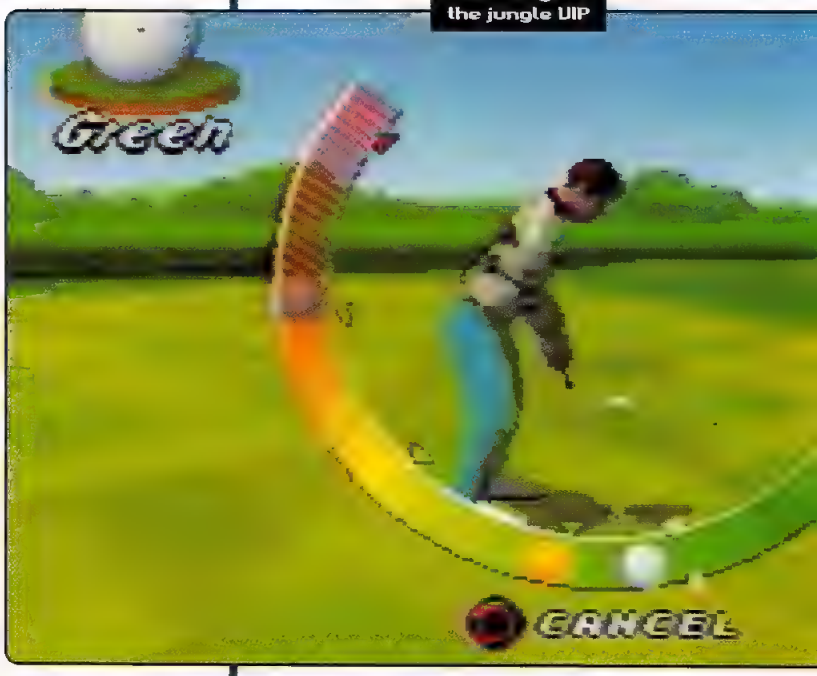
Once again, a full four page review is in the supplement so if what you see here appeals to you turn to that for a more in depth look at the game.

It seems odd that the Top Gun license has been taken up now because, after all, it must be about ten years or so now since the film was such a success. When you think about it though you realise that it's only now that a decent version could have happened. I seem to remember an old wire frame license on the Commodore 64 but it didn't really do the action sequences of the film a great deal of justice.

MicroProse's new version is a different prospect altogether. An exciting blend of the film's story, actors, music and new FMV footage accurately recreate the Top Gun experience on your PSX and this game is a must for gamers who like the action (and missiles) to come at them thick and fast.



It seems that, since the birth of the superconsoles such as the 3DO, the Saturn and our very own beloved PlayStation, the best way for *them* (the software companies) to persuade *us* (the ordinary everyday folk) that the graphics in their product are of a superior quality is to attach the word Virtual to the title of their game. The bastardised Virtua will do equally as well of course, as indeed will Actua or various other derivatives, but as long as we're left in no doubt that this is a game which looks ream as a monk, then the job's a good 'un. And so with that in mind comes Virtual Golf from Core, a game which on the face of it does indeed sport some very nice graphics, and furthermore boasts four challenging courses and a mix of gameplay which will satisfy even the most arcade-minded console golfer. Having witnessed two very acceptable and one downright poor golfing efforts in the few short months since PSX-Pro began though, the question that springs to mind is that of what more VG could possibly have to offer.



He's the king of the swingers, the jungle VIP

Virtual

by PAUL

Offering more inviting holes than a porn double bill, Core Design join the golfing band wagon ...

Good sprite movement makes for a realistic tee shot

Golf

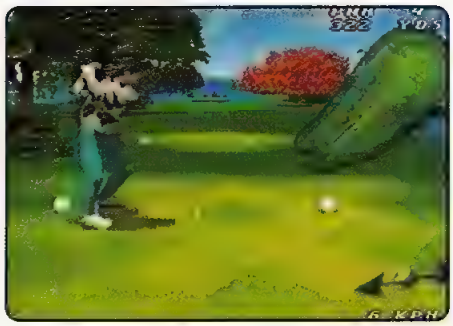
We'll arrive at the good points in due course, but by way of a change we'll inspect the "less ream" aspects of Virtual Golf first. Of extreme annoyance is the fact that there is no putting grid. None at all – not a poxy line drawing to indicate slope and certainly not a detailed three dimensional grid which was the norm back in the heady 16 bit days of PGA and MicroProse Golf.

But what's this – a self-confessed oldies-hater talking up the good old days? Not really – just an observation that if something was possible in 1987 then it should not be too difficult to at least incorporate its equal on a machine several times more powerful, almost a decade later. Instead, the putting on Virtual Golf is presented in a way offering nothing more than the accepted stroke bar and an 'optimum shot spot'. Contours of the green are ignored on these make believe courses, and in the case of the longer putts in particular, it's nothing more than a lottery as to whether your effort even comes close.

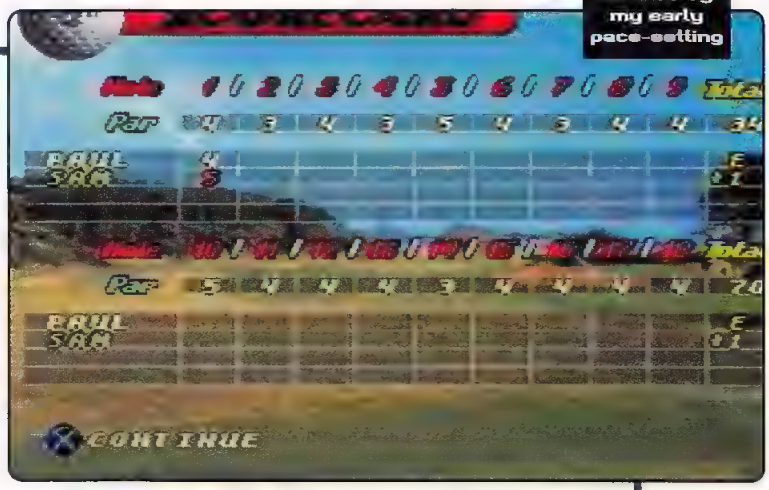
Not great . . .

Another gripe (the good bits are coming – they are!) is the movement of the scenery, or rather the movement of the ball *through* the scenery. It doesn't happen all the time: poor shots will regularly hit the trees and end up either in the rough or on a part of the fairway you'd much rather have avoided. But from time to time you'll find that a mis-struck shot or badly timed stroke will hurtle gamely towards an offensive-looking tree ... and continue through it in a bizarre Star Trek fashion. Let's face it – if that happens to you then you aren't likely to complain too vehemently, but in a game where more than one human opponent is involved, it's a royal pain in the arse and can effect the outcome of a round unfairly.

However, the scenery in general is, as subliminally advertised by way of the cunning 'Virtual' usage, very good indeed. The default camera angle follows the curve of the ball to its apex, then impressively hangs back as your sphere drops earthwards in a – hopefully – holewards fashion.



Virtual Golf



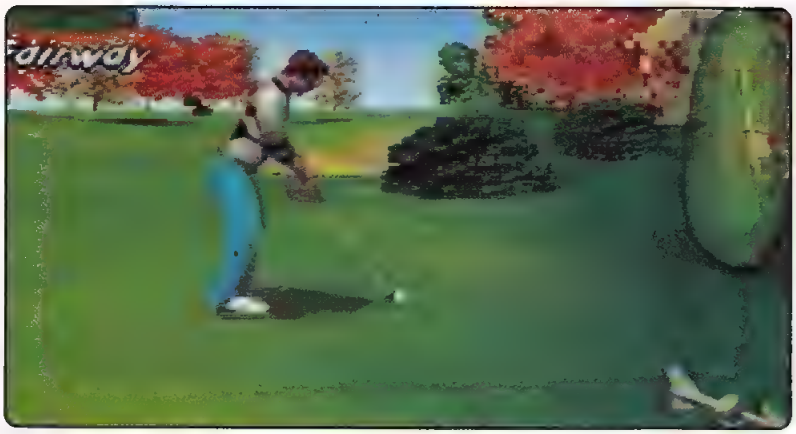
Sam is devastated by my early pace-setting

Virtual Golf by no means needs to be played from the default angle though, and there are a generous selection of others available, most of which – for a change – are actually useable. Core offer us the obvious driving range option with which to hone our skills of bludgeon, and on top of this are the tournament (of course), Skins Challenge (seen it before), shoot out (nice but not new) and Derby Shoot Out – an interesting slant on a multiplayer competition.

All of the various challenges (bar the practice round and driving range) allow up to four human players, or a mix of humans and CPU, and the beauty of golf games are that they lend themsleves to a multiplayer game without the need for a Multitap thang. You'll probably be wanting a memcard though, like ...

It's difficult to fault the game for its *Fairway Play*. The ball performs much as you'd expect, and courses are challenging and almost always fair. There are a choice of golfers (you can be a bird if that's what you get off on): the sprites themelves look great and are backed up by a reasonable if slightly posh commentary by either a man or woman depending on your course of choice.

I will never write another caption. I have left



SUMMARY

GAME Virtual Golf
GENRE Sports Sim
SOFTWARE HOUSE Core Design
PRICE £44.99

Actua Golf's putting was suspect, and Virtual's is slightly worse. Not shoddy, but ... unsatisfying, to say the least, if you get the drift. The rest is largely fine, and the graphics in particular are of the finest quality. It wipes the floor with World Cup Golf, outplays PlayStation PGA and comes up short against Gremlin's effort, but the fact remains that if the 16 bit PGA outperforms each and every one of its powerful counterparts, and that just isn't good enough by long stretch

GRAPHICS 8
GAMEPLAY 7
LASTABILITY 7

OVERALL 7½

I WOULD HAVE GIVEN IT 7

It's not exactly bad, but it really is just like every other golf game I've ever played. It's got a nice cartoony feel, and plays quite well, it's just lacking that little something to make it exceptional

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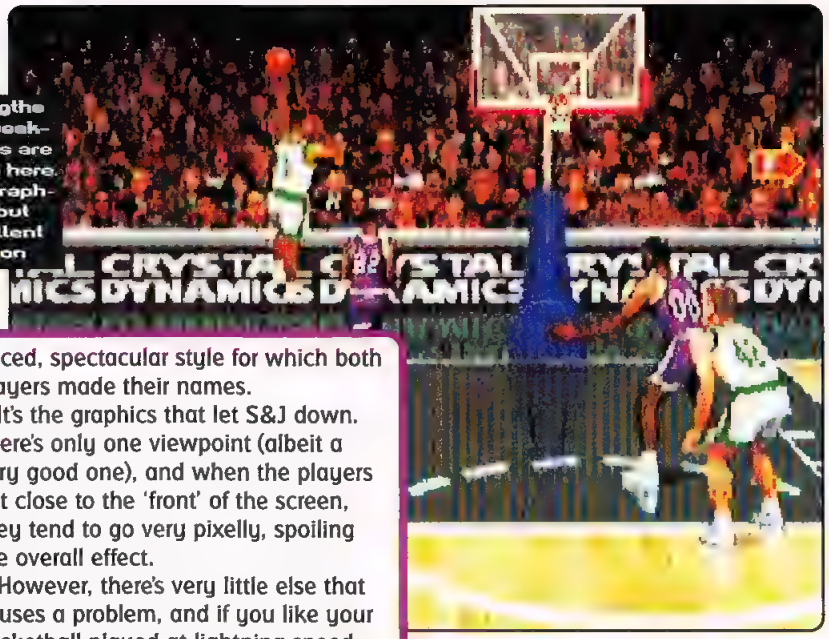
Strengths and weaknesses are shown here. Poor graphics but excellent action



This is getting ridiculous. No matter how many basketball games come out, nobody seems to be able to do a bad one. By my mental count, this is the fifth game of its type that we've seen already, they're all worth buying.

Slam 'n' Jam '96 features two basketball legends – Kareem Abdul-Jabbar and Magic Johnson – and their endorsement seems sure to guarantee the game's success whether it's any good or not. It's easy to see why they were keen to put their names to it, though, because it's played in the fast-paced, spectacular style for which both players made their names.

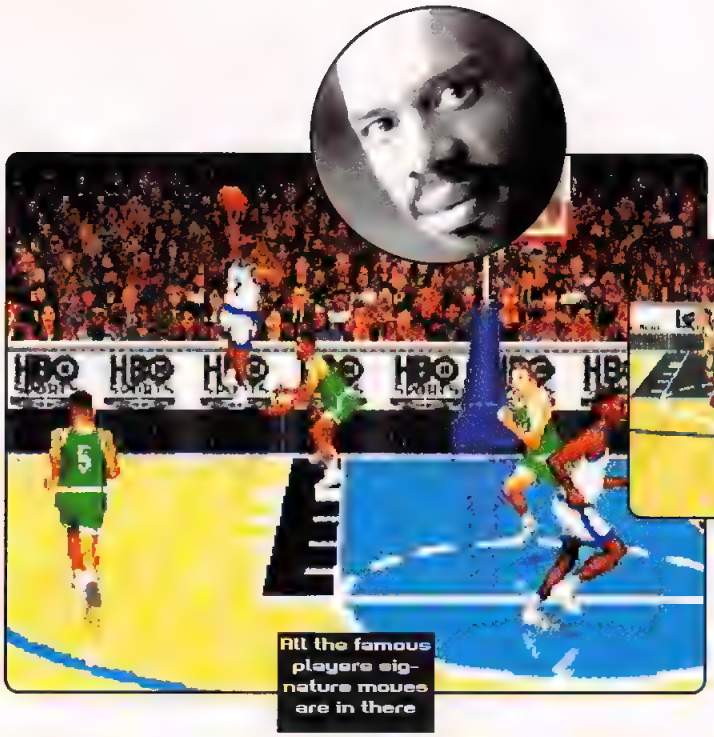
It's the graphics that let S&J down. There's only one viewpoint (albeit a very good one), and when the players get close to the 'front' of the screen, they tend to go very pixelly, spoiling the overall effect.

However, there's very little else that causes a problem, and if you like your basketball played at lightning speed with tons of dunks, fouls and alley-oop passes, this is almost as good a bet as NBA In The Zone.

slam 'n

We didn't hold out much hope for this one, but BMG has sprung something of a surprise on us

Shame there's only one viewpoint

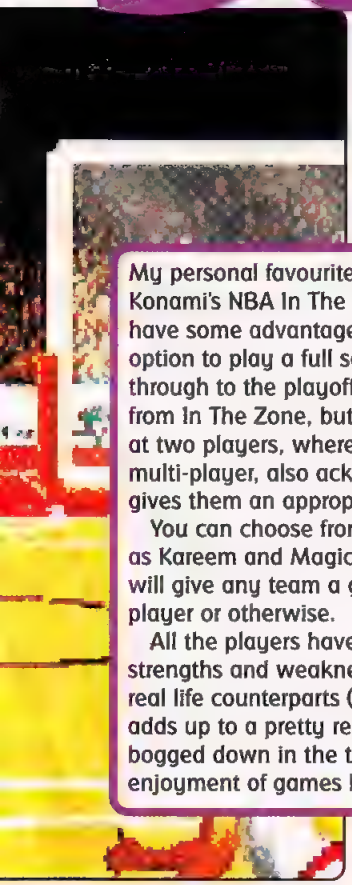


The gameplay style is similar to what I would imagine a five-on-five version of NBA Jam to be like. The action is fast and furious – as it was in Acclaim's game – and even some of the controls are the same. To carry out a dunk you need to hit your turbo button and get a clear run to the basket, timing your press of the shoot button to send the player careering upwards to 'jam the ball in for two'.

You need to be careful when you use the turbo button, though. Unlike NBA Jam, the fouls are pretty strict (if you have them turned on of course), and you'll be pulled up for charging more often than not if you don't wait until you're in the clear.

After a few games you'll find that the key to success lies in passing which, with a little practice, can be done at lightning speeds. It's possible to dazzle your opponent with the speed of your hands, and at times you can even find yourself with a clear run to the basket.

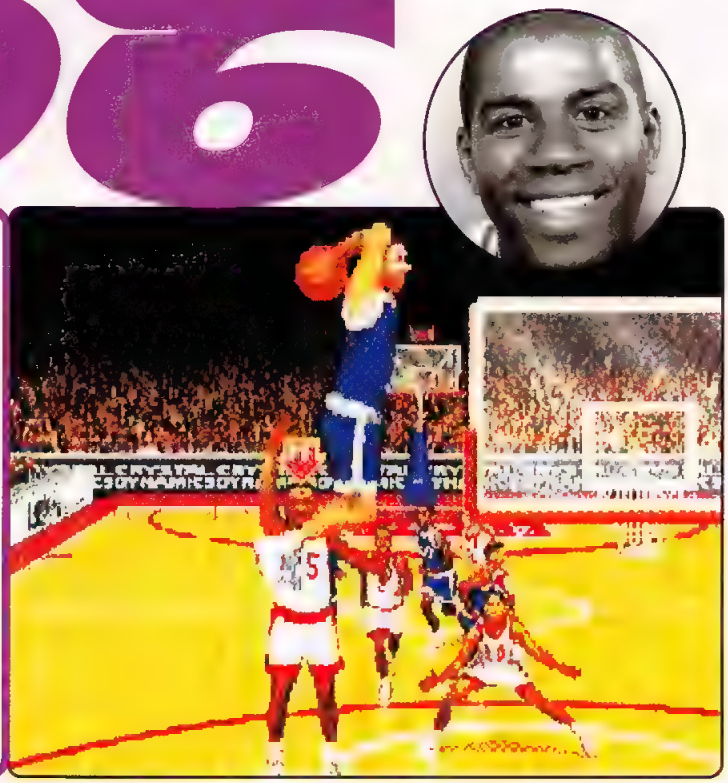
Jam 96



My personal favourite basketball game is still Konami's NBA In The Zone, but Slam 'n' Jam does have some advantages. For example, it gives you the option to play a full season, from day one right through to the playoff finals. This feature is lacking from In The Zone, but I think that was mainly aimed at two players, whereas this one, although great fun multi-player, also acknowledges the friendless, and gives them an appropriate challenge.

You can choose from any of the NBA teams as well as Kareem and Magic's Allstars. K&M's fantastic five will give any team a good run for its money, two-player or otherwise.

All the players have their own characteristics, strengths and weaknesses, and even look like their real life counterparts (with a few added pixels). It all adds up to a pretty realistic affair that doesn't get too bogged down in the technicalities that spoiled my enjoyment of games like Total NBA and NBA Live.



Slam 'N Jam 96

Slam 'n' Jam '96 is no great technological achievement, but what it does have is loads of playability and an excitement level that seems only possible in a two-player game of basketball.

A season option for a more long-term game and some entertaining and original commentary from leading American basketball commentator Van Earle Wright could well see the scales tip in the favour of this effort.

In the end it all comes down to enjoyment, and you can't knock this one on that score. Basketball tends to be exciting to play because most games end up with close scores. That leads to some tense encounters which, especially in two-player mode, is just as good as anything we've seen so far.

Yet another good effort, but you have to say enough is enough for the time being. It's about time publishers started to concentrate on other sports or, dare I say it, original game concepts. Or would that be too much to ask?

Shooting from downtown

Use the turbo button, clear a lane to the basket and 'jam' the ball in the hoop

SUMMARY

GAME Slam 'n' Jam 96
GENRE Sports Sim
SOFTWARE HOUSE BMG
PRICE £39.99

Yes it's good, and yes it's probably worth buying if you like basketball games and haven't yet bought the other four that are already out there. I didn't think I'd be saying this, but Slam 'n' Jam '96 is surprisingly enjoyable, even in the face of the immensely stiff competition. The action is fast and frantic, there are plenty of options, and the only thing that lets it down are the substandard graphics. However, it plays so well that it's not too difficult to forgive this one fairly major flaw.

GRAPHICS 6
GAMEPLAY 8
LASTABILITY 8

OVERALL 8

I WOULD HAVE GIVEN IT 7

What Steve says is true – this is a good game, but comes up short against the likes of Total NBA and NBA Live. If you must own three basketball games, then put this on your shortlist.

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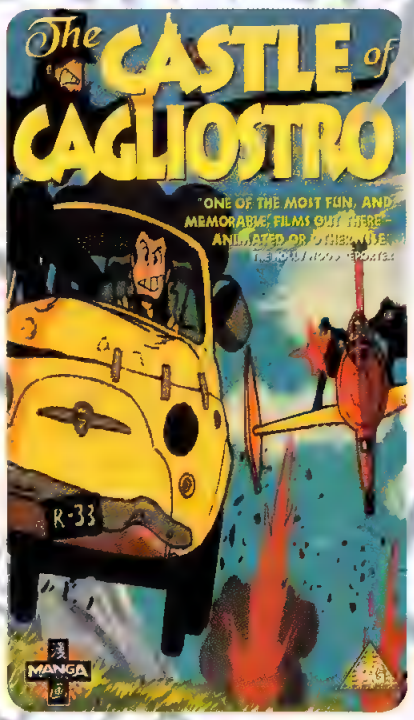
Manga Giveaway

This month's giveaway brings you something a little different. Gone are the cyberpunk and monsters and in comes a rare treat in the form of a comedy adventure.



Comedy is a genre which Manga movies seldom explore yet The Castle Of Cagliostro claims to be just that. Once again we have fifteen copies of the latest feature length movie to be released by Manga.

Wolf is the hero of the proceedings who is something of a modern day Robin Hood with more gadgets than James Bond and a cunning to match. After stealing some counterfeit notes from Cagliostro it becomes apparent that something strange is afoot. Count Cagliostro is a man not to be messed with and has imprisoned the beautiful Princess Clarisse, a woman who holds the secret to some legendary hidden treasure. Wolf sets out to get the girl, kill the baddies and most importantly of all grab a stack of cash.

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a/ Obviously up to no good
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2. The Castle of Cagliostro was created by:
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b/ Monkey Punch

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a/ Wolf
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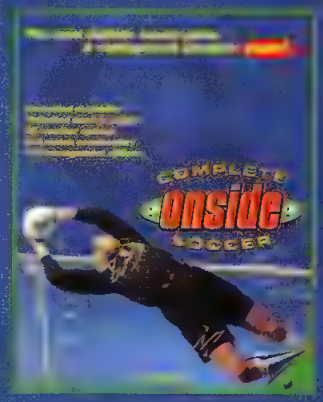

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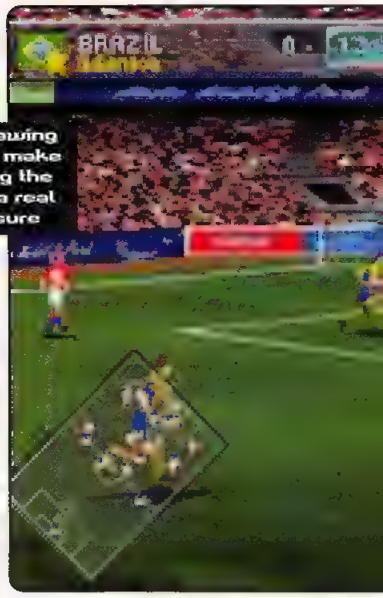
...only one really lets you play!

Obviously getting the official license for this year's Atlanta Olympic Games is pretty much a license to print money for whichever publisher manages to acquire it. US Gold were the successful ones this time around (aren't they always?) and, not content with just one event-based Olympic simulation (Olympic Games – which we'll be reviewing next issue), they've managed to squeeze out another.

Now football may not be the most prominent of Olympic events, but apparently it is in there, and all the major countries send a team to compete. It won't be their full strength international side because, of course, Olympic competitors have to be 'amateurs', but it's a team nonetheless, and when there's a competition there's a game opportunity, or certainly there is in US Gold's book. And a damn good one too.

This is the most enjoyable soccer game I've played on the PlayStation so far. Of the big three I didn't like FIFA or Adidas Power Soccer, and Actua, while superb at first, soon loset its appeal when the novelty wore off. But Olympic Soccer is different.

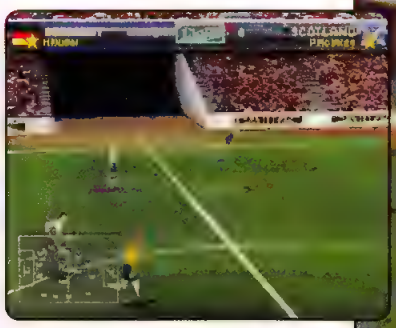


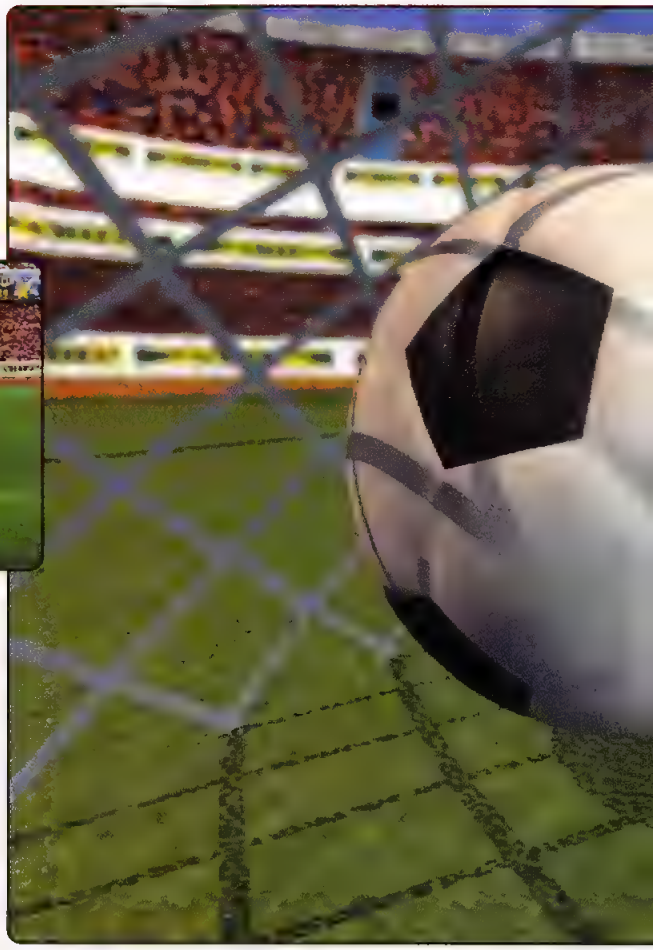
The viewing angles make playing the game a real pleasure

Olympic

by STEVE

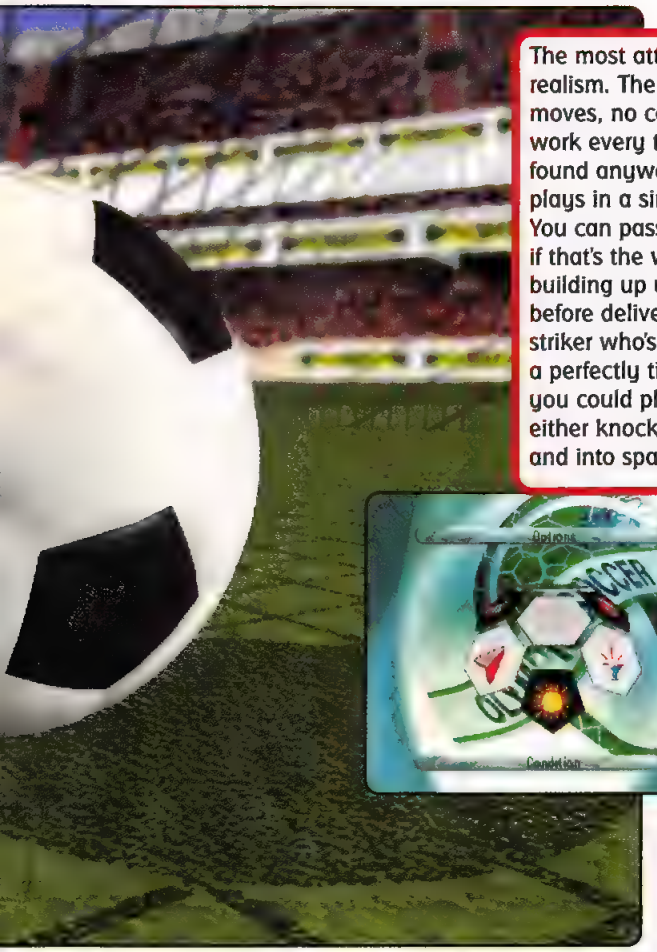
I didn't even know the Olympics had a football tournament, but US Gold obviously did...





At the end of each game you'll be presented with numerous statistics about the match

Soccer



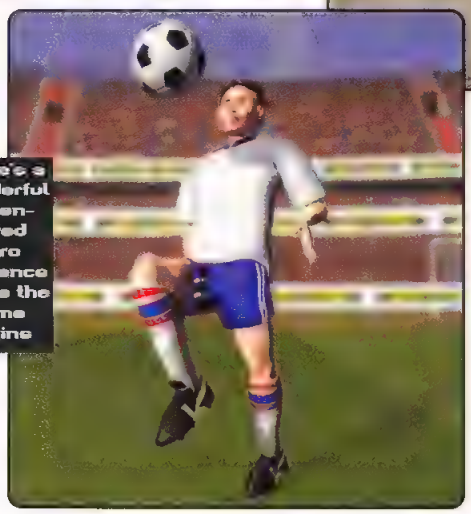
The most attractive feature for me is the realism. There are no ridiculous special moves, no certain ways to score that work every time (well, none that I've found anyway) and the whole thing plays in a similar way to real football. You can pass the ball about successfully if that's the way you'd prefer to play, building up your attacks from the back before delivering the killer ball to your striker who's broken the offside trap with a perfectly timed run. Or alternatively you could play a more direct style, either knocking the ball over the top and into space for your attackers to run on to, or to the attackers for knocking back to your second wave of attack.

Basically, if you've seen a football team play in a certain way then you should be able to emulate it in Olympic Soccer. The only problem is that the amount of aftertouch allowed is a little excessive. It's only a small point, but on a couple of occasions I've had a 'do' from long range, and managed to swerve it the wrong side of the corner flag and out for a throw-in! It doesn't happen often, but when it does it spoils the moment and lessens your enjoyment a bit.

Olympic Soccer

I like a football game where crossing plays an essential part, and US Gold has catered for people like me. Get to the by-line and whip in a cross using the R1 button, and battle for the ball in the area with the defenders. Get on the end of it and you'll need to time and direct your header goalwards to be in with a chance of beating the keeper. It's quite difficult at first because the number of things you need to do is bewildering, but if you persevere it's possible to score some spectacular goals in this way.

I don't know if the graphics are motion captured (I suspect they aren't), but if not then they're a good advert for the old methods. The players move fluidly and realistically, look good, and can twist themselves into some pretty bizarre positions in their efforts to direct the ball goalwards. Maybe developers have got a little carried away with this new technique, because US Gold has shown that it can be done at least as well using traditional methods.



There's a wonderful 3D rendered intro sequence before the game begins

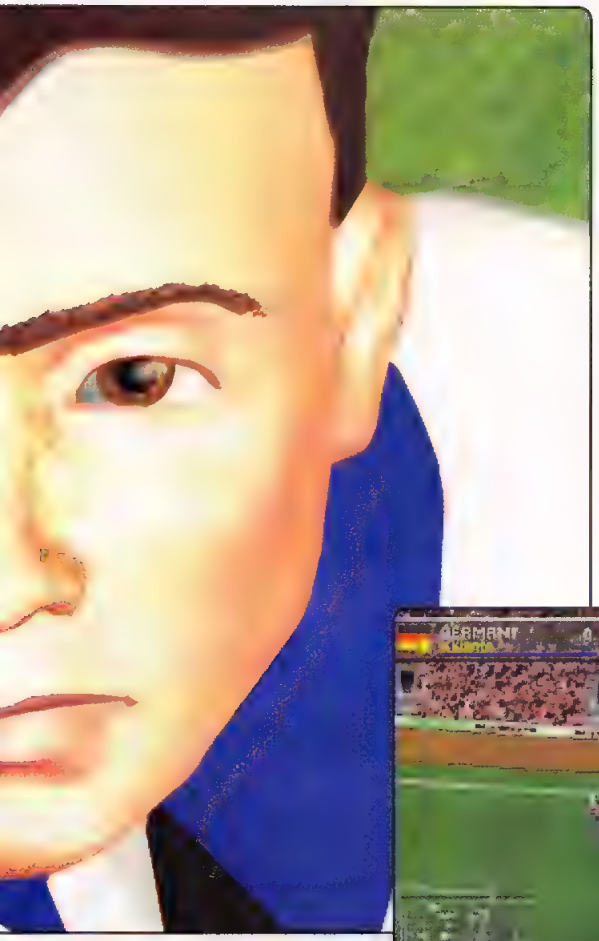
It's all very nicely presented and structured, with loads of configurable options and tournaments to allow you to customise the game in just about every way. There are several modes of play available - exhibition, league, arcade and of course Olympic. Exhibition allows you to select just two teams and play a friendly, and League speaks for itself. In Arcade mode you play progressively harder matches until you're knocked out, and Olympics mode accurately recreates the whole competition, from group stage to knockout finals.

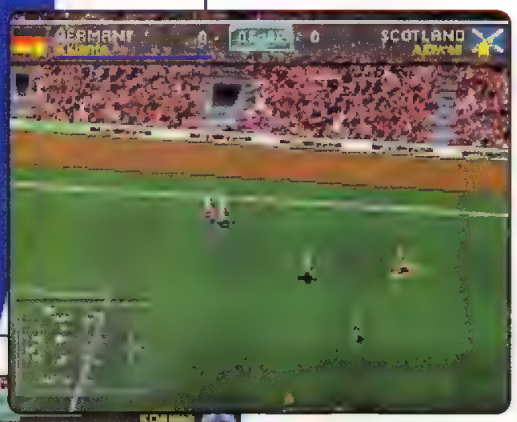
Basically it's about as complete a footy game as you could wish for, and would undoubtedly have been released anyway with or without the license. And deservedly so. You can keep your Power Soccers, your FIFAS and your Actuas. They may have the looks (although I could never see the attraction of the graphics and movement in Adidas, but everyone else got excited, so who am I to argue?), but Olympic Soccer has the playability, and is a far better and altogether more enjoyable game than any of them.

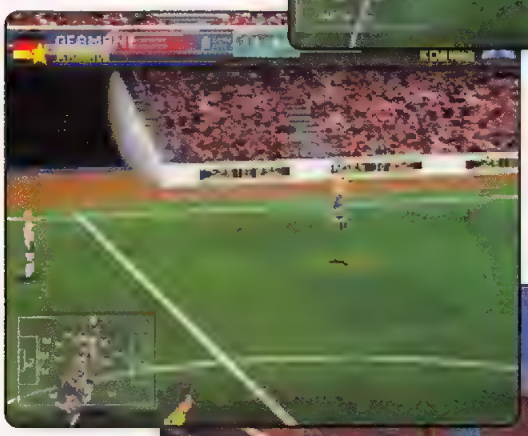
It's rare that I can enjoy a game as much in one player mode as I do in two, but I found with OS that both were equally good. Especially at first. Playing against the computer gives you the opportunity to learn what you are capable of doing in the game, as your opponents pass the ball around skilfully and even occasionally engage in a little 'head tennis' if the need arises.

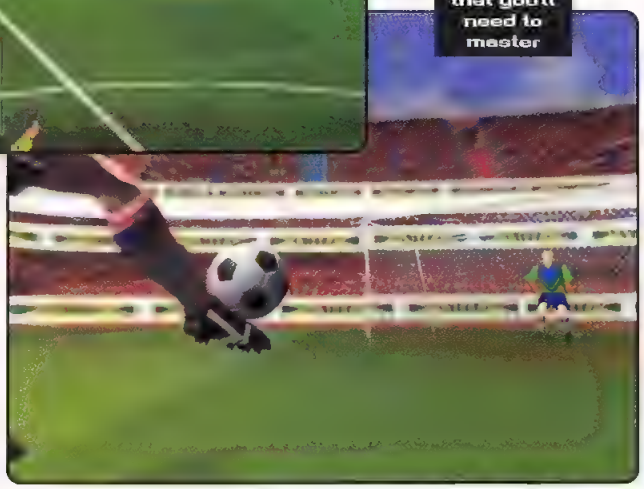
You can really appreciate their silky skills as you hammer around thundering the ball out of play when attempting a delicate little backheel, and it does give you something to aspire to. In the two player mode there are all the usual attractions such as satisfaction of beating a friend, and the sheer intensity of competition, but a lot of the finesse is lost in a game between two relatively unskilled players.

The one player competitions are also quite difficult to master (well I struggled to get anywhere), so there's even a long term aim for the single player to get to grips with as well, be it in the Olympic, League or Arcade competition.









Left: headers, volleys, overhead and scissor kicks are all aspects of the game that you'll need to master

SUMMARY

GAME Olympic Soccer
GENRE Sports
SOFTWARE HOUSE US Gold
PRICE £39.99

Just when you think a certain type of game can't get much better, someone goes and makes all those marks we've given in the past seem excessively high. This is only getting the same mark as Power Soccer and Actua, even though I think it's a great deal better than both, but it's not worth any more than the nine we gave the other two. I can only hope that you read this comment and the review, because there should be no doubt about which game I would recommend.

GRAPHICS 8
GAMEPLAY 9
LASTABILITY 9
OVERALL 9

by Andy

If it's sheer gameplay you require then Olympic Soccer is for you. It's definitely more of an arcade game than a simulation like Actua. It's fast, furious and most importantly, fun.

As one of the first PlayStation releases, Destruction Derby delivered just what Sony must have wanted: brash graphics, speed, and a type of gameplay with which only a machine of the PSX's power could cope. Not only did the game sell by the bucketload, but was instrumental in the huge quantities of PlayStations shifted by the shops in those first few weeks of release back in September.

This reviewer didn't much care for it. Sure, it's quality is not in dispute, but the constant choice offered by the ability to either destroy the vehicles or go flat out for race victory resulted all too often in a no man's land of mediocre results, and even when striving for destruction there was only so much enjoyment to be had.

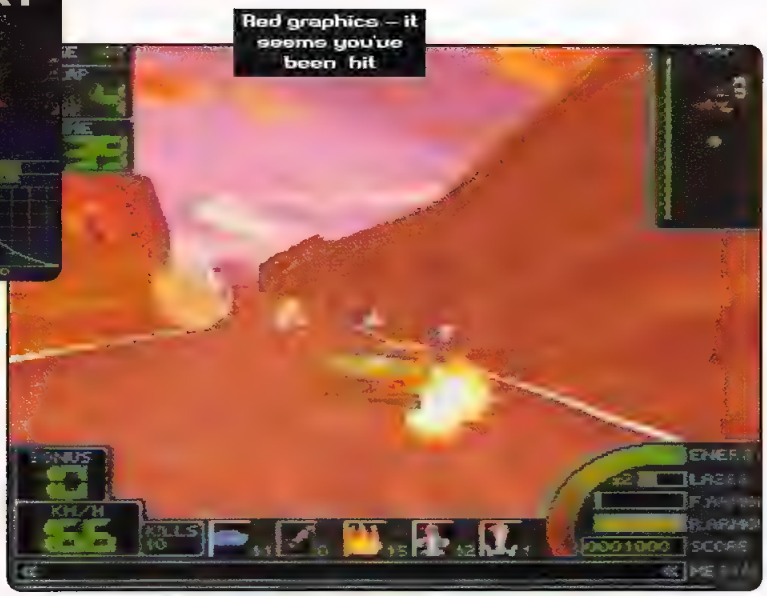
Hi-Octane was similar. The tracks were more *open* and comepetitor destruction was achieved through missiles rather than unbendable fenders. It was a jack of, well ... two trades, and ultimately, master of neither. Twisted Metal, again, was similar – it looked nice enough but had no lasting appeal. In short, the newly formed PlayStation genre of *Battle Racer* is a shaky one, to say the least.

One good shot here should see off this particular challenger

Impact

Well let's face it, it wouldn't be much fun without impact, now would it? Let's give it a chance ...

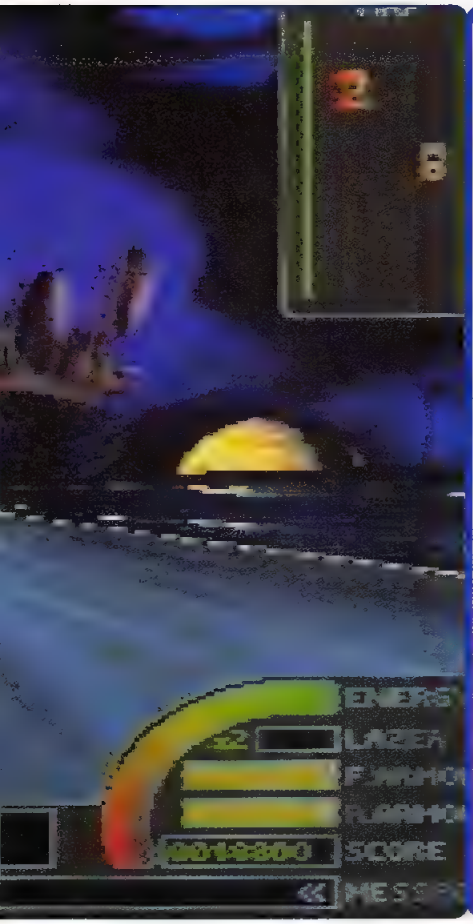
A nice car, a crashing car, and a completely demolished car



Racing

Impact Racing puts you in the driving seat of any of half a dozen massively supercharged cars, and each vehicle differs in terms of maximum speed, acceleration, handling and other such variables which we've come to expect from similar efforts. In a racing game review such as this, now would usually be a good time to slip in the old *But for all its options the aim of the game is the same as always* chestnut, or some other such connecting cliché. Not in this case.

The aim of the game – if you'll pardon the rhyme – is *not* the same. Furthermore, not every track even has the same aim. Following this? Thought not. The way it works is that there are ten tracks, and of course it's desirable to win on each one – that's only natural – but Impact Racing asks more of you than mere victory, and it is here where JVC's effort distinguishes itself from the likes of Twisted Metal, Hi-Octane and, yes, even Destruction Derby. Because although these games asked a similar feat, none of them quite managed to make it all out *enjoyable*.



So you're in your car and you're armed to the teeth. Except you're not. At the outset your vehicle is equipped with just an unlimited rapid-fire laser cannon (*just*, yeah?), and more deadly weapons become available only on meeting certain criteria.

All driving is performed against the clock, with a checkpoint system operating in the races proper – each of which sets a target at which you can choose to aim in order to enter a bonus stage. For instance, the first race asks you to destroy 20 vehicles – not easy with only four laps in which to do it, though this is obviously a discipline in which the horrendo-driving women will excel.

The destruction of 20 sturdy vehicles will take some time (providing you are even able to catch this number), and consequently time will be lost, extra time pick-ups missed and maybe even checkpoints left unreached. In other words, Game Over.

So perhaps you should go for the win. But then what about the bonus stage? What does it look like? What will it ask you to do? There's only one way to find out ...

Impact Racing

As the game progresses (you don't need to win the races - just make the checkpoints), more skill is required, and instructions to *destroy 20 cars* change to *finish the course*, and you know that if this is the challenge then it ain't easy. But it's never impossible.

The arrival of Impact Racing did not cause any great excitement here at PSX-Pro. We had, after all, seen it all before, and after loading the CD the first few minutes of play offered nothing to indicate otherwise. And then a few changes took place, the first of which was the realisation that this was a game that offered genuinely good gameplay across a couple of gaming styles. Frankly it's difficult to detect much difference in the handling of the cars, but all respond well to the joypad in a way that Ridge Racer managed but most others never did.

The courses, too, are actually fun to drive, and vary wildly in terms of graphics, from snowy mountain ranges to eerie space cities. Enemy cars which constantly regenerate could be construed as laziness, though perhaps this was to enable the impressive combination of high speed and high detail. If so, it worked.

Lush vistas, nice backgrounds and good-looking vehicles

SUMMARY

GAME Impact Racing
GENRE Racing
SOFTWARE HOUSE JUC
PRICE £44.99

It's always nice to be surprised by the quality of a game, and Impact Racing has proved itself worthy in a genre which is otherwise dull. (A memory card is necessary, and if you haven't got last month's mag with the massive memcard saving, send off for your copy now! Now!) Slick graphics and an extremely nippy game engine have failed to impress before, but the JUC programmers added that almost intangible extra essential ingredient – enjoyment – and let's face it, that's all that really matters.

GRAPHICS 8
GAMEPLAY 8
LASTABILITY 8

OVERALL 8

I WOULD HAVE GIVEN IT 6

Eight's a bit of an over reaction if you ask me, but then I'm not a big race game fan at the best of times. Average at best, especially when you consider it doesn't even look all that good

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IDG MEDIA

Tennis games usually crop up at this time of year due to the ultimate tournament at Wimbledon being just around the bend, so why should this year be any different? This time we've got Sampras Extreme Tennis to get our teeth into. Codemasters have spent quite some time getting all of the elements to gel together in what they hope to be the quickest and most playable tennis sim yet. And they've succeeded in that the competition is very thin on the ground.

Not that Sampras is bad – it just lacks in a few departments, and these have blighted what is otherwise a game to rival the best tennis efforts around. It's got all of the elements required to keep any gamer happy and as a two player game doesn't fail on the enjoyment front. If you're winning of course ... This is where all sport sims, not just tennis, come into their own.

In total there are 22 players in Sampras Extreme, yet strangely none of them are real life players. Not that this matters, but try locating Pete himself and you'll see what I mean.

Sampr Extr

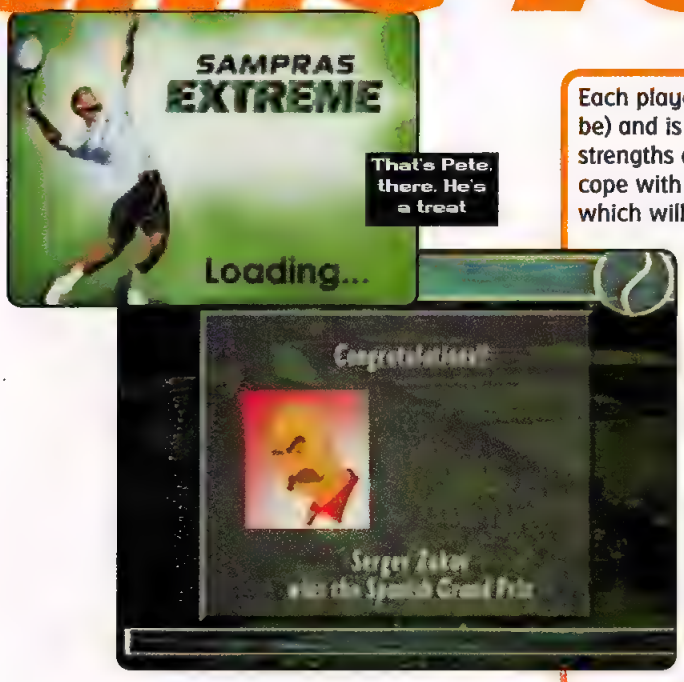
Pete Sampras is undoubtedly a bit of a smartarse in tennis terms, but would he be any good at Codemasters' latest offering? Would he? Eh?

You're playing a woman – how hard can it be?

There's the man himself, the hairy blighter

Tai Hang Bay
Surface : Hard
Hard luck ladies, that's the nicest set of doubles we've seen in a long time
GAMES SETS
Dressel 6 6 0 0

as eme Tennis



Each player has a seeding (or not, as the case may be) and is in every sense an "individual", with strengths and weaknesses of their own. How you cope with these is down to your skills of adaption, which will be learned the more you play the game.

The range of shots is as you'd expect, with smashes, drop shots and lobs. All are played using a combination of the D-pad and one of the four buttons. This makes the whole outing much more enjoyable, insisting that you employ different tactics for different players.

The allow you to choose the number of players, games, sets or whether you want a single match, a tournament or a championship. As well as this there are courts all over the world which have been modelled on actual courts to keep with the feeling of realism. Whether the courts are clay, grass or indoor will determine how a ball will react when it's smashed into the ground.

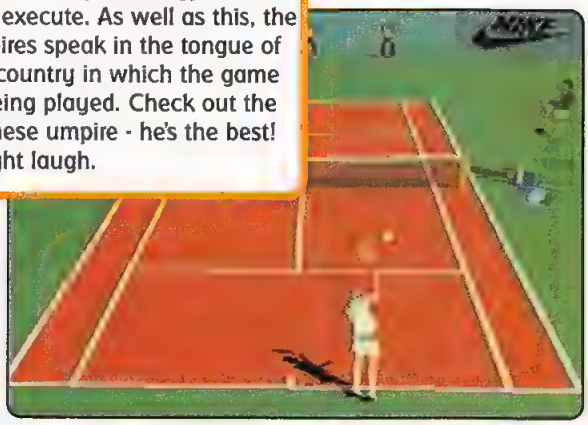
Sampras Extreme Tennis

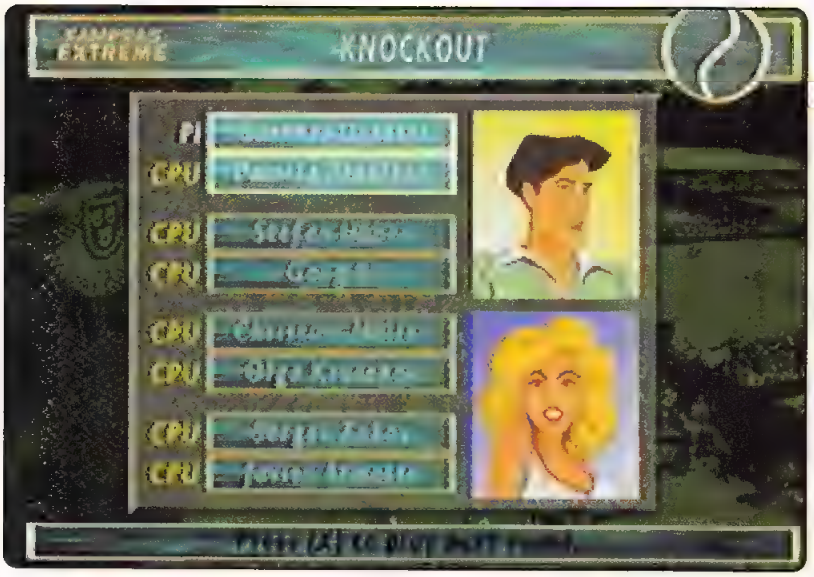
Graphically, Sampras Extreme has been carefully researched and executed. The players have been motion captured and move incredibly realistically. Even an angry racket smash after a bad shot has been incorporated.

Also included are some really good sound effects in terms of atmosphere and action, and the crowd are close to playing as big a part in a game as the players themselves. The more the action hots up, the louder they become. If there's been a spectacular rally the crowd will cheer and clap like there's no tomorrow. Gasps of astonishment and groans of disbelief and disappointment add to the overall atmosphere.

The sound of the ball hitting the racket also varies depending on the strength and type of shot you execute. As well as this, the umpires speak in the tongue of the country in which the game is being played. Check out the Chinese umpire - he's the best! A right laugh.

Muller – top hilarious name. Funnier than Li anyway





SUMMARY

GAME Sampras Extreme
GENRE Sports sim
SOFTWARE HOUSE Codemasters
PRICE £44.99

It's tricky to mark this one. It's by no means a classic but nor is it a dud. Once the shots have been mastered and the poorer opponents disposed of, and assuming you haven't lost interest by then, the competition hots up and some challenge is offered. It looks and plays well and there's options to keep the game varied, though the video sequences seem to be an afterthought and add nothing to the game whatsoever. Like Sampras himself however, this is going to be difficult to beat.

GRAPHICS 9
GAMEPLAY 9
LASTABILITY 8

OVERALL 8

[illegible] 7

by Steve

Pseudo disappointed in this to be honest. It can be quite exciting on some surfaces but some opponents' games can become deathly boring and repetitive. Could have been so much better.

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After the humongous success of Actua Soccer, Gremlin's next *Actua Series* entry has a tough act to follow. With the possible exception of Adidas Power Soccer, Gremlin's first PlayStation footy game has to date hammered every other soccer release almost out of sight. PGA Tour Golf '96, on the other hand, is firmly established on the PSX golfing leaderboard, so it is unavoidable that comparisons will be made with EA's PlayStation version of a long-running success story.

Actua Golf doesn't hold the same *wow* factor as Actua Soccer – a motion-captured golfer doesn't excite quite as much as 22 footballers all tearing around a pitch at the same time. Right, that's the last mention of Actua Soccer.

Gremlin stayed close to home for the talent for their game, and a local indoor golfer was used to do the motion-capture for AG. He's obviously a pseudo-accomplished player too, as he's capable of a plentiful array of shots. One fault of PGA Tour Golf '96 was that *To only digitise a drive and a putt for each is a crime. Little chips and short putts therefore look ridiculous as the players launch into full-blooded follow-through strokes* (issue 2). Thankfully, this criticism cannot be made of Actua Golf.

Actua

Come on then, let's see whether Actua Golf's a dog's leg or a pig's ear

No amount of camera angles can compensate for a horrendous shot into the foliage. I'm bish, me

With up to three views at once there can be little excuse for not getting your shot just right

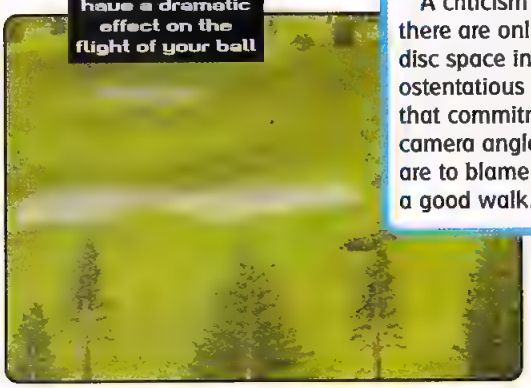
Golf

As well as different actions for driving, putting and chipping, the golfer in AG swipes angrily with his putter when he misses, places the ball for his tee shot, and celebrates by holding his club aloft.

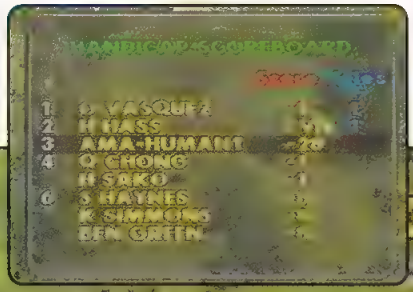
Motion-capture, however, takes second billing to gameplay and playability. With up to three views on screen at any one time, AG not only offers amateur (from a handicap of 28 or below) and professional settings, but actually allows you to build a *career* by accumulating winnings and climbing up through the rankings. All saveable to memory card, it's one of many reasons why AG is worth coming back to for another round.

A criticism must be made here, however, in that there are only two courses included. Where a lot of disc space in PGA Tour Golf '96 was taken up with ostentatious Full Motion Video footage, it seems that commitment to true 3D courses and untold camera angles – both for in-game and replays – are to blame for the lack of choice of how to spoil a good walk.

Be wary of the wind – it can have a dramatic effect on the flight of your ball



Actua Golf



All types of golf are playable in AG, from practising each hole individually to the daunting professional tour. The PSX-Pro favourite style of play is matchplay, as it makes for a quick high-pressure game. If one player *holes out* and his opponent can't match his score, then he wins that particular hole. The game can be all over after as few as 10 holes!

AG's set-up for teeing off is the best yet seen in any golf sim. The top shoulder buttons apply draw and fade – that's left and right mid-air swing for non-golf addicts – and the bottom shoulder buttons elevate and lower the fairway in front of you. There are also fly-by and walk-through options if you're still unsure as to where to aim your drive. The strength of the swing is determined by how far up the curved power bar you dare go.

As you line up your drive, either a white, red or yellow predicted ball path will come up. White means the ball is heading holewards, yellow means the ball's going away from the hole but is safe, whereas red means if you strike the ball in that direction, you're going straight into the rough, the water or out of bounds. Needless to say, a red trajectory is best avoided.

AG's options are as wide-ranging as you'd want from a golf sim. They vary from gimmies – meaning you needn't tap in from close to the hole – to mulligans, whereby if you're not happy with your last shot you can attempt it again without incurring a penalty. The gimmie option helps overcome one of AG's major faults – close-in putts are incredibly hard to judge. Instead of the power bar accounting for the simplicity of shot as seen in PGA Tour '96, you're faced with tapping the X button twice, both accurately and at great speed.

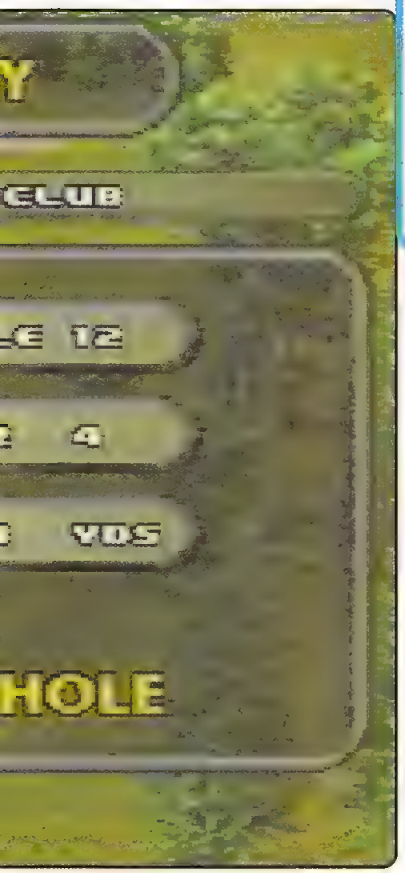
One of the default options is *grid off*. This should really have been on, because although a lot of work has gone into creating the impression of slopes by clever shading, it's often not enough when you're lining up a long putt. It's nit-picking I know, but it's tough at the top.

What has to be said about AG, however, is that it's equally playable in single and multi-player – a commendable quality – and where PGA suffers from minor niggles from tee to flag, AG's downfalls can generally be overcome by personal preference in option configuration.

No sports game seems complete nowadays without the addition of commentary from some well known pundit or other. AG is no exception, with *Voice Of Golf* Peter Alliss proffering his opinions throughout.

Whether it's because I haven't played AG as much as Gremlin's footy game, I don't know, but Alliss' commentary seems more natural, more realistic and altogether better timed than that of Barry Davies. Phrases such as *This one's not for the faint-hearted* and *Just look at that swing - beautifully balanced*, make the round much more fun than having to listen to the incessant tweeting of birds - one sound effect that takes a back seat in AG.

Not all the commentary is complimentary, however. If you goose a shot, Alliss'll tell you in no uncertain terms. *That was hit much too strongly* is a particularly patronising statement, and *I don't think he meant that* doesn't endear you to the bloke either. Staying with sound, a minor criticism can be made. Many shots are followed by a polite ripple of applause and some are greeted with a hearty roar of approval - but you never actually see the crowd.



Lush scenery is great, but the cap needs to be sorted out

Not bad for about six minutes work. Maybe buy a new jersey now

SUMMARY

GAME Actua Golf
GENRE Sports Sim
SOFTWARE HOUSE Gremlin
PRICE £44.99

So, is it better than PlayStation PGA? Well, yes it is. But only just. The commentary hammer PGA's annoying American voice-over. AG's two holes are a slight improvement on PGA's, although perhaps four lesser courses would have made for a better, longer game. The choice of angles is fantastic, and the replay set-up is second to none. Extras such as dirt flying when playing out of the rough and sand being kicked up when blasting from bunkers, all add to the overall enjoyment.

GRAPHICS 9
GAMEPLAY 8
LASTABILITY 8

OVERALL 9

by ANDY

An improvement on the disappointing PGA for the simple reason it's more playable in almost every department. The putting is terribly suspect, but otherwise it's a winner.

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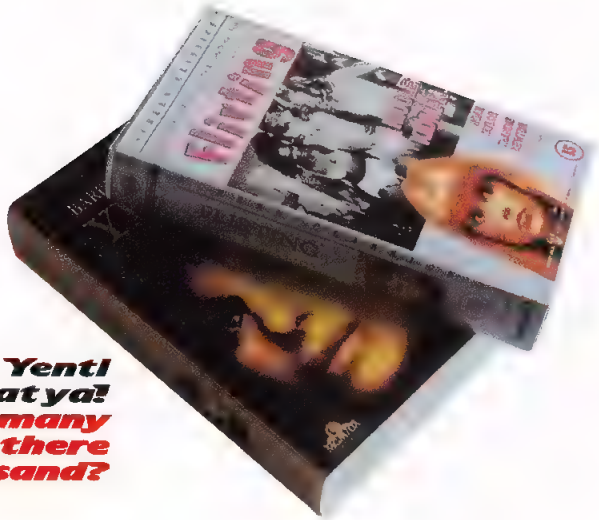

2) Flirting and Yentl vids comin' at ya!
How many syllables are there in Streisand?

PSX-Pro
Competition Overload

Everyone's a wi

Entry is fr

3) Go south young man! Due South in fact! Win loadsa Due South vids
How many points does a compass have?

4) Win a couple of proper Manga books
How many vowels are there in the word 'Manga'?

5) Win some pump whoopie cushions
How many whoopie cushions are pictured above?

nner baby 8

ee!

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How many trophies did Man Utd win this season?

PSX

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The big pi

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X-Com	8½	NP	NP	8
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Criticom	7	NP	NP	NP

	STEVE	PAUL	RANDY	ALEX
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Off World Interceptor	NP	NP	4	5½
D	8	7	NP	NP
Zero Divide	7	8	8	8
Philosoma	6½	6½	NP	NP
World Cup Golf	5	5	5	5
Actua Soccer	8	9	9	9
Firestorm	NP	NP	8½	8
Hi Octane	6	7	7½	7½
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Viewpoint	8½	8	8	8½
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Lone Soldier	NP	5½	5½	5½
Krazy Ivan	6½	7	NP	8
Worms	9	9	9	9
Novastorm	5	6	6	NP

	STEVE	PAUL	ANDY	ALEX
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Namco Museum vol	8½	7½	7	8½
Namco Museum vol	7	6½	NP	6
NBA In The Zone	8½	8½	NP	7½
Magic Carpet	8	NP	7½	NP
Wing Commander	7	NP	6½	NP
Myst	7½	NP	NP	NP
Gex	6½	NP	8	7½
Alien Trilogy	9½	9	9½	9
Primal Rage	NP	NP	7	7½
Floating Runner	4½	4	4½	NP
Adidas Power Soccer	7	8	8	9
Psychic Detective	7½	6½	NP	NP
Williams Arcade Greatest Hits	8	NP	4	8
Robo Pit	6	4	NP	NP
NBA Live '96	8	8	NP	7
NFL Gameday	9	NP	8	NP
The Chessmaster 3D	NP	NP	4	4½
Return Fire	7	7	7	7
PO'ed	NP	NP	7	7
NHL Face Off	NP	NP	9	8½
NFL Quarterback Club '96	8	NP	NP	8
Cheesy	9	6½	8	8
Extreme Pinball	3	3	NP	3

The average PSX-Pro review mark is a very respectable 7.59 out of ten - proving that there's a lot of good stuff available. Most generous is Alex, averaging 7.73 per game, followed by Paul with 7.55, Andy (7.50) and Steve (7.39). Tellingly, we're slightly less forgiving with the games we didn't review: Alex (7.12), Paul (7.09) and Andy (6.96) all perhaps finding bravery in anonymity, with the ultra-professional McNally unbelievably hitting 7.39 once again.

PSX-Pro BACK ISSUES OFFER

Back Issues

Christmas 1995
Striker '96
Worms, NBA Jam, PGA Tour Golf '96, Prime Goal, WWF Wrestlemania, Parodius Deluxe, Total Eclipse Turbo

Jan/Feb 1996
Johnny Bazookatone
Actua Soccer, Agile Warrior, Firestorm, ESPN Extreme Sports, 3D Lemmings, CyberSpeed, Twisted Metal

March 1996
Zero Divide
Street Fighter Zero, Criticom, Rise 2: Resurrection, Total NBA '96, Panzer General, D, Off World Interceptor

April 1996
Reloaded
CD featuring playable demos of Actua Soccer, Actua Golf and Loaded
Shellshock, Descent, Ridge Racer Revolution, Toshinden 2, Need For Speed, Magic Carpet, Namco Museum Vols 1&2

May 1996
Arcade Greatest Hits
CD featuring playable demo of Alien Trilogy
Primal Rage, Floating Runner, Adidas Power Soccer, Psychic Detective, Robo Pit, NBA Live '96

June 1996
Tunnel B1
NFL Gameday, The Chessmaster 3D, Return Fire, Extreme(ly bad) Pinball, PO'ed, Cheesy, Konami Links, Mayhem!

Discworld, Rayman, Tekken, Worms, Ridge Racer, Street Fighter - The Movie, Theme Park, Toh Shin Den

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Darkstalkers	Motor Tool Grand Prix 2	Darkstalkers 2	Final Fantasy 3 RPG
Chronicles of Sword	Galaxian 3	Legend of Thor	Breath of Fire 2 RPG
VR Soccer	King of Fighters '95	Sonic Wing Special	Secret of Evermore RPG
Total NBA '96	Rockman X	Iron Arcade Classics	Secret of the Stars RPG
Return to Zork	Tekken Pro Wrestling	Fatal Fury 3	Earth Bound RPG
Olympic Summer Games	Williams Arcade Classics	Rockman X	Eye of the Beholder RPG
Skeleton Warriors	Jumping Flash 2	Panzer Dragoon 2	Dragon View RPG
Legacy of Kain	Iron Arcade Classics	Guardian Heroes	Wizardry VI RPG
Kingsfield 2		Skeleton Warriors	Lord of Darkness RPG
Impact Racing	Lots of back catalogue	Major Damage	Ultima Fasle Profit RPG
Return Fire	games in stock, new and	King of Fighters '95	Ultima Ruins Virtua RPG
Warhammer Fantasy	secondhand	Streetfighter Alpha	Robotrek RPG
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			Front Mission (Jap) RPG
			Luffia 2 RPG

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Every day the staff of PSX-Pro sit down and have a row. But only once a month do we record it on a dictaphone. Here's what happened when we asked the question:

Do software h much time and grandiose publ

Location: Next to a large billboard

Debator: Alex Lee
Debatees: Paul Roundell
Steve McNally
Jay Sharples

Alex Lee: Anyone?
Paul Roundell: I don't know if they spend their money or resources on the wrong thing, but if they're not spending it on the wrong thing then they've got too much resources and therefore, I think, are making too much profit. I don't think it particularly impresses me to see somebody dressed up as a lemming and bungee jumping off a cliff and it doesn't impress me to see the biggest banner or the stand with the most electric lights. So yes, I think it's a *my dick's bigger than yours* exercise.
Steve McNally: I'm not into shows and that, but I think advertising's a good idea. You can spend too much, but it's difficult to spend too much on advertising.
AL: Do you think that sometimes you'll see a really good advertising campaign and you think *My God, that game's going to be good* yet the game's inevitably a major let-down? Do the games ever live up to the hype.
SM: Sometimes, but it's the better games that tend to get the bigger advertising anyway.
AL: Which advertising campaigns have you been impressed with?
SM: The Virgin ones are always quite good. Although I'm not into controversy for the sake of it, they do get people talking.
AL: Generally speaking, do Virgin games live up to the hype?
SM: As a rule.
PR: I like the Virgin adverts because they're humorous and they're not trying to be anything but humorous and *hypey* and I think that's fair enough. But I think they're a prime example of a company that's got a lot of money to spend for the sake of it trying to impress. I don't know who they're trying to impress – people like us, or other industry people.
SM: Maybe that's why they're such a big company though, because they spend money in the right places. Whereas others waste it – say on big stands at the ECTS.
AL: Is that because it's introspective and only industry people see them?
SM: I assume they do it because they think, *If they think we're a big company, everyone's gonna be impressed and the magazines will give us good marks.* I don't think it works.
PR: That's what I find bordering on the pathetic. But you (looks at Alex) were saying at this year's ECTS most of the people had done away with that.
AL: Then again, that was only because they were throwing their resources into the E3 at L.A. where the stands were over the top, grandiose and expensive-looking.
PR: Is the E3 open to the public?
AL: The E3 is open to the public only on the final afternoon.
PR: If something is open to the public, then advertising trying to appeal to the public is fair enough.

ouses spend too money on icity campaigns?

But if they're spending money and resources on something that's only going to be seen by their industry colleagues/adversaries or whatever, then that's ridiculous.

Jay Sharples: Companies do spend quite a lot of money on advertising and stands, considering an ECTS stand's gonna cost a company a quarter of a million quid, then it's just gonna be destroyed.

AL: Is it worth spending money on the ECTS when it's only members of the industry that's gonna benefit?

JS: They've got to convince distributers, buyers and trade people, and if they turn up with a crappy little stand, no-one's gonna look twice.

AL: Is that to the detriment of the product itself, though? Do you find that sometimes you'll be attracted by a top stand and you get there and the game's a bit bish?

JS: Oh yeah, all the time.

AL: Example?

JS: Chill. I know what your tape debates are like and I'll get sacked next week!

PR: Rise Of The Robots.

JS: Rise had a load of hype behind it and it wasn't very good. But it worked, because at the end of the day they're not there to please people, they're out to make money and they did make money on it.

SM: Surely no-one who bought Rise 1 will have bought Rise 2? And they spent the same amount of money on that.

JS: They haven't done as big a push on Rise 2.

SM: Yeah, but whatever they have spent on it, they've wasted because of what they spent on the first one.

JS: For example, when the Saturn got launched, the campaign was almost non-existent. There was a few fly posters and it didn't sell very well. Whereas the PSX blasted everything and they've sold loads.

SM: I agree they need to advertise, but is there any point in pushing a game that's appalling, because you're gonna be shooting yourself in the foot in the long term?

JS: When they've spent thousands and thousands of pounds developing a game and suddenly they realise it's bish, they're not going to just throw it and start again. They've got to try and sell it, haven't they? Otherwise all their budgets are knackered for the year.

PR: If you look at the big picture, or the full circle if you will. In terms of industry hype, people have a big stand to impress people in the industry or people like us. If everything works according to plan, they take people on a big corporate day out from which you come back dead impressed. Maybe there was no product attached, maybe there was, but if everything worked perfectly, the next product you get you'll look upon favourably whether it's a really good game or not. It gets a slightly higher mark than it deserves, therefore it gets better shop space than it might have got otherwise, the kids'll all be talking about it because of the marks it got, they'll buy it and at the end of the day it's not equating to value for money. Although the objective of the software company has been achieved because they've sold the product. But I suppose that's the same in any industry anywhere in the world.

AL: So by using large hype campaigns with loads of money behind them, software companies are pulling the wool over many people's eyes?

PR: In a lot of respects the games are dead good, but if this circle comes fully around, then wool has been fully pulled over certain eyes.

JS: The SAPS thang has been ditched by Sony, with the new ads focussing more on the games.

AL: Although it was universally seen as bobbins, it had a heck of a lot of people talking about it and a lot of units were sold as a result. So is it a case of *any advert is a good advert*? Because it was on telly so often, everyone knew it, everyone had seen it, everyone thought it was bad, but tons of PlayStations were still sold. Would there have been more sold had the advertising campaign been better?

PR: It's like you say, any advert's a good advert. Had I been looking to buy a games console a year ago, I think I would have been put off by the SAPS advert.

AL: I saw the Sega Saturn advert and thought it was better, but I didn't see it as often. I saw the Sony one tons of times. Is it a case of saturation advertising, in the fullness of time, will always work?

PR: It probably will. All it's supposed to do is raise awareness.

Tape debate conclusion #8
Advertising is ream. If only PSX-Pro's ad sales team sold a few more we'd all be better off. Or something

Retrospe

Memory like a goldfish, but keen to know what was happening this month six years ago, 11 years ago and 16 years ago? Turn on, tune in and drop out to the monthly PSX-Pro retro special

July 1990

In The Videogame Arena

The Nintendo Entertainment System (NES) and the Sega Master System were the 8-bit home videogaming market leaders. The Teenage Mutant Ninja Turtles game – which came free with the NES – proved to be a big incentive for shoppers way ahead of the Christmas rush.

At The Flicks

Patrick Swayze and Demi Moore starred in Ghost, a tale about a guy who dies and then comes back for more. Naked Gun 3 later parodied the famous *modelling clay* scene. Pacific Heights, an edge-of-the-seat thriller starring Michael Keaton and Melanie Griffith was the other big movie at the time.

On Video

As usual for the nineties, there were tons of releases, but only a few decent ones. Glory, starring Matthew Broderick and Denzel Washington, Tango & Cash starring Sylvester Stallone and Kurt Russell, and Tom & Jerry's 50th Birthday Classics Vol 1 were the pick of the bunch.

In The Charts

Elton John's whining Sacrifice was deposed from the number one spot by Partners In Kryme's Turtle Power.

In Fashion

Although it was summer, hooded tops were still in. Flared – or for the less brave, baggy – jeans and floppy haircuts were the order of the day.

In The News

Gazza and co very nearly did us all proud in the World Cup, until the West Germans decided to master their penalty taking technique at just the right time. Elsewhere, Boris Yeltsin resigned as President of Russia.

July 1985

In The Videogame Arena

The mid-eighties was a quiet period for home videogaming, with home computers such as the ST being favoured for simplistic role playing games.

At The Movies

Madonna made her *real* film debut in the comedy Desperately Seeking Susan, but it was scatty co-star Rosanna Arquette who got the laughs. Big Arnie made it into the big time with the low-budget sci-fi corker, Terminator.

On Video

The big news was the video rental versus cinema debate. Many cinemas brought down their prices to compete with cheap video rental, and enjoyed an upsurge as a result.

In The Charts

Sister Sledge with Frankie, and Eurythmics with There Must Be An Angel, both got to number one in July '85. Madonna didn't quite make the top spot with Crazy For You or Into The Groove, although the latter got there at the beginning of August.

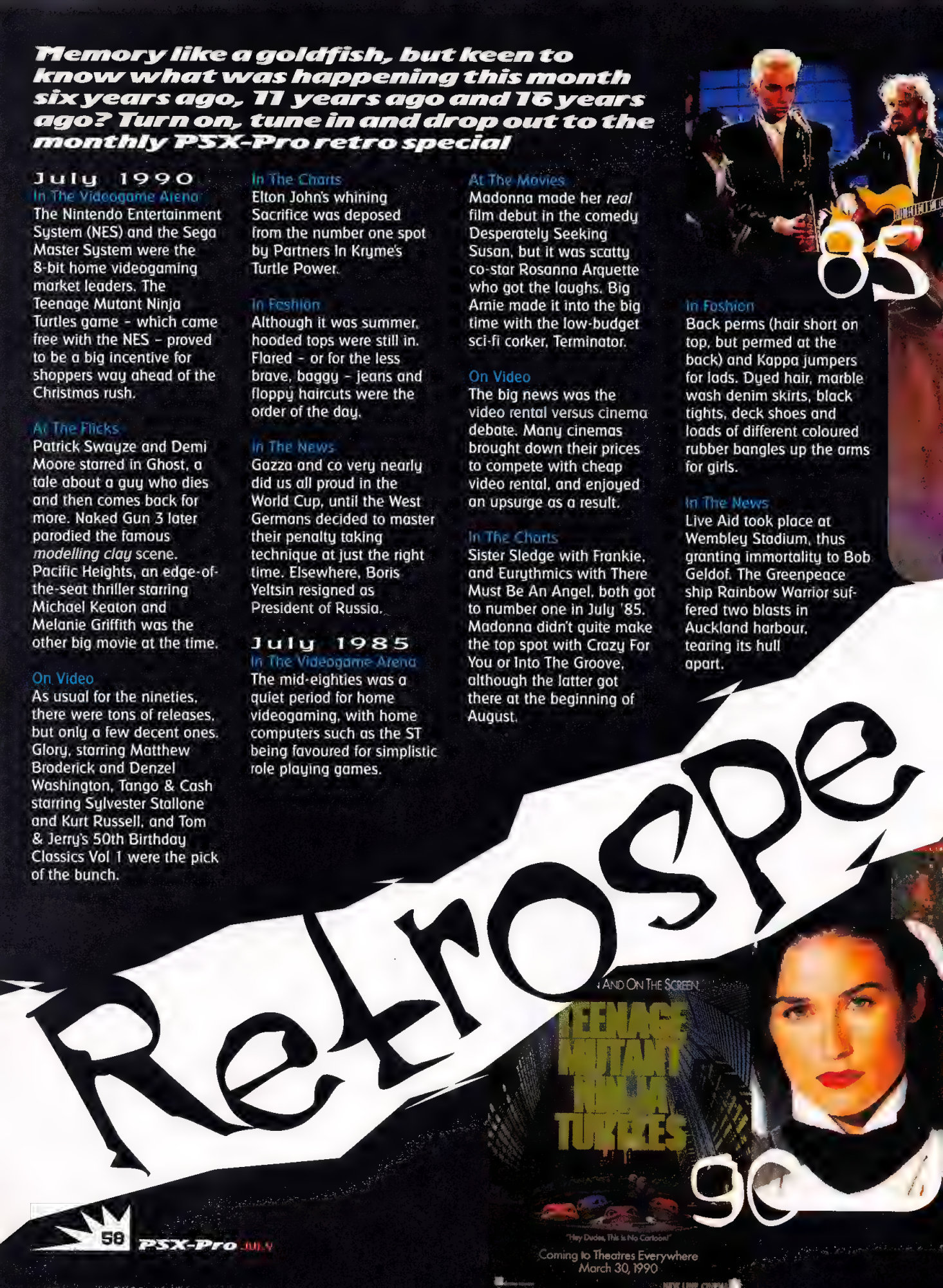
85

In Fashion

Back perms (hair short on top, but permed at the back) and Kappa jumpers for lads. Dyed hair, marble wash denim skirts, black tights, deck shoes and loads of different coloured rubber bangles up the arms for girls.

In The News

Live Aid took place at Wembley Stadium, thus granting immortality to Bob Geldof. The Greenpeace ship Rainbow Warrior suffered two blasts in Auckland harbour, tearing its hull apart.



90

80s special

From left 1985 Eurythmics – Dave Stewart & Annie Lennox. Madonna 1980 Darth Vader out of Empire Strikes Back

1980 Superman and Olivia Newton John

July 1980

In The Videogame Arena

With home videogaming still very much in its infancy, kids went to arcades for their fun in 1980. The games to be seen playing were Galaxian, Asteroids, Scramble and Defender.

At The Flicks

1980 was an all-out sequel fest. The Empire Strikes Back arrived, Superman II popped along, and 2010 came out. Close Encounters Of The Third Kind: The Special Edition was also released, to the excitement of sci-fi fans everywhere.

On Video

Only the rich families in Britain had videos in 1980, and these were the long since departed Betamax variety. The rental market was only just beginning, and the only vids you could buy were blank ones.

In The Charts

Although the number ones in July 1980 were the pump Xanadu by Olivia Newton John and Crying by Don McLean, there was some brilliant stuff in the charts. Love Will Tear Us Apart by Joy Division and Could You Be Loved by Bob Marley & The Wailers were two examples of great music existing outside the top three chart positions.

In Fashion

With Britain still recovering from the punk explosion, there was a bit of a mod revival. Everyone seemed to have a mod parka with RAF targets on, or a Harrington jacket (black or red, but always with a tartan lining). Wearing a tie in a scruffy manner was seen as fairly cool, particularly if it was leather.

In The News

Bjorn Borg defeated John McEnroe to win Wimbledon for the fifth successive time. Hilarious actor Peter Sellers, star of the Pink Panther movies, died.

From left: 1990 Teenage Mutant Ninja Turtles. Demi Moore (out of Ghost). 1980 The immortal Bob Marley

Alex Lee longs for a retro revival because all the clothes and records he buys are from Oxfam

Footy Fest!

With Euro '96 beginning even now, we thought it was about time we pulled on our shinnies for a tips festival of the best football releases on offer.

Striker '96

General Tips

1. Make a mental note of your star forward and get the ball to him as often as possible. Your chances of scoring are massively improved.
2. Dummying the keeper is a crafty trick which will fox both him and the defenders. To do this you should power up a shot and the instant you release the button, press one of the other buttons to cancel it. The keeper may dive in anticipation, leaving you all the time in the world to tap it home in the opposite corner. It's treat, that.
3. Scoring from free kicks takes a lot of practice, but if you try a chip over the wall and then rotate the D-pad 180 degrees either clockwise of anti-clockwise, depending on where the kick has been taken from. If you've done this correctly it should sneak just under the bar.

Goal Scoring Made Simple

1. The most effective shot you can execute is the swerve. Run towards the keeper, head on, and as you reach the area hit X, and then apply some after-touch to either the left or right. This, more often than not, takes the ball past the keeper and into the corner of the net.
2. Another successful way to score is to run diagonally into the penalty area in either corner, and launch a shot with a little after-touch in either direction. This will either send the keeper the wrong way, or he'll have no chance of reaching the curling ball.
3. Yet another fine way to score is by trying to run across the area horizontally, and, as you reach the other side, powering up a shot and directing it into the opposite corner.
4. A long shot is best used in desperation, and is by no means a guaranteed goal, but simply having a crack from just about anywhere may grab you that important late winner!
5. Not a guaranteed goal by any means, but occasionally you may be able to dribble the ball around the keeper and hammer it into the net.
6. The tightest of angles can also be a good way for you to score goals, so it's worth attempting running to the by-line and turning 90 degrees before unleashing a

ferocious shot with a little after-touch. You may just be rewarded.

Weird Challenge.
To enter this contest you must first win the conventional World Cup, and then you're given the option to play a Special Cup tournament against Warner, Rage and various characters from Star Trek crews new and old. Look out for the silky dribbling of Dr. Beverley Crusher!

FIFA Soccer '96

No real hints or tips here, but an interesting code which will bring up another option screen with new strips and what have you. Start your game as normal and then pause it. Select *Options* and enter the code: STXSTTXT. You should hear a click. Quit your game and go back to the main menu to see the new choices available. Of which there are many. Oh yes. If this works then please drop us a line, because we struggled with it here ...

Goal Storm

On the *Press Start* screen featuring the two footballers, using pad 1 press up, up, down, down, left, right left, right, X and O.
When you select a team they will stroll onto the pitch in Konami strips and have plastic bags over their heads. Very tasteful indeed.

Zero Divide

Ocean's Zero Divide is a robotic battle arena with more moves than John Travolta on rollerskates, so we felt it was about time to give you the full run down on them

KEY	(Letters in
U = up	brackets
D = down	indicate but-
R = right	tons pressed
L = left	together)

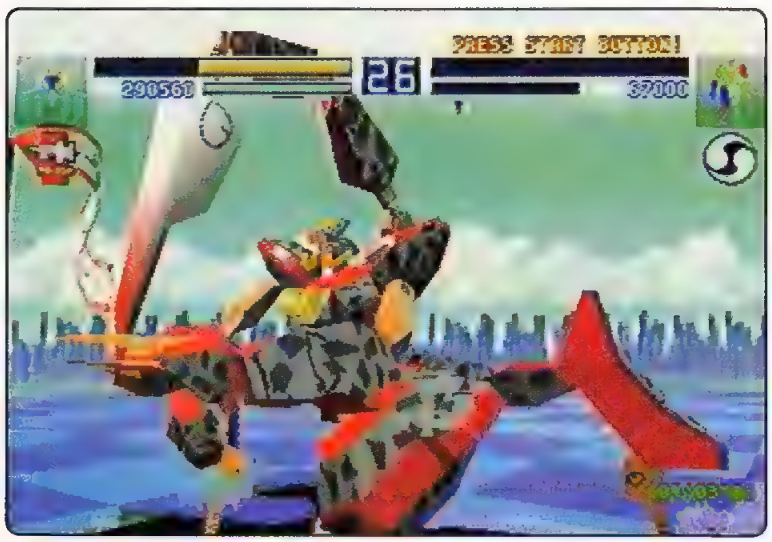
Zero

Attack techniques
Raid elbow: ➡,➡,**X**
Raid Slice Kick: ➡,➡,**O**
Raid Knee Kick: (⬆,**O**)
Raid Sole Butt: (➡,**X**,**O**)
Rising Palm: While rising from a crouch (➡,**X**)
Middle Kick: Rising from a crouch **O**
Spinning Back Kick: While rising from a crouch (⬅,**O**)
Toe Cutter: (⬆,⬅,**O**)
Hammer Kick: ⬅,➡,**O**
EXE-Breaker: ⬇,➡,**X**
Double Spin Kick: **O**,**O**

Throwing and Grappling
One-Hand Throw: (□,**X**)
Brain Buster: ⬅,➡,➡,(□,**X**)
RNB: Stand behind opponent: (□,**X**)

Attacking fallen opponents
Heel Press: (⬇,**O**)
Body Press: (⬆,**X**)
Megaton Body Press: Hold (⬆,**X**)

Combos
Rising Palm Combo: **X**,**X**,**X**,(➡,**X**)
Basic Pattern Combo: **X**,**X**,**O**
Spin Kick Combo: **X**,**X**,**X**,(**X**,**O**)



Combo

Shredder Combo:
O,**O**,(➡,**X**),(➡,**X**)

Wild 3

Attack Techniques
Spin Punch: (➡,**X**)
Jack-knife: (⬇➡,**X**)
Middle Gun: ➡,➡,**X**
Break Gun: (**X**,**O**)
Drop Kick: ⬇,➡,**O**
High Shot: ⬇,➡,**X**
Low Shot: ⬅,⬇,**X**
Swing Gun: ⬅,➡,**X**
Low Kick: (⬇➡,**O**)
Knee Kick: (➡,**O**)
Tackle: ⬅,⬅,(➡,**X**)
Elbow: ➡, (⬅,**X**)

Throwing and Grappling
W Impact: (□,**X**)

Attacking fallen opponents
Finishing Shot: (⬇,**O**)
Small Hip Dive: (⬆,**X**)
Large Hip Dive: Hold (U,**O**)

Disabling opponent's guard
Unlock Bash: ⬅,(□,**X**)
Note - this works on high guard only

Combos
Wild A Combo: **X**,**X**,**X**,**X**
Wild B Combo: (➡,**X**),**X**,**X**

Lo

Attack tecniques
Killer Chop: ⬇,➡,**X**
Nail Smash: ➡,➡,**X**
Priss Kick: ➡,➡,**O**
Heel Kick: (**X**,**O**)
High Kick: (⬇➡,**O**)
Rewind Kick: (⬅,**O**)
Straight Nail: (➡,**X**)
Replacer: (⬆➡,□)
Knee Kick: (➡,**O**)
Middle Kick: When rising from a crouch **O**
Heel Cutter: ⬅,(➡,**O**)
Cross Nail: ⬅,⬇,(➡,**X**)

Throwing and Grappling
Escort Throw: (⬆,**X**)
Priss Strangler: ➡,➡,(⬆,**O**)
Bloody Back: When behind an opponent (⬆,**X**)

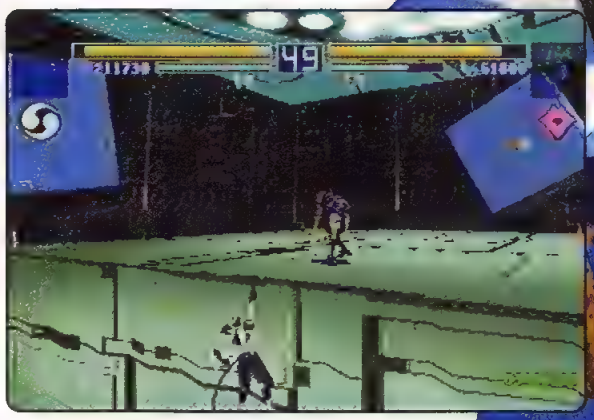
Tau

Attack techniques
Straight Claw: (➡,**X**)
Side Claw: (⬇➡,**X**)
Tail Upper: ⬅,(⬇➡,**O**)
Four Feet Kick: ➡,➡,**X**
Side Chop: ⬇,⬇,(➡,**O**)
One Side Kick: ➡,➡,**O**
Buggy Roll: ➡,⬇,⬅,**O**

Throwing and Grappling
Needle Throw: (□,**X**)
T-Swing: Motion
⬅,⬇⬅,⬇,⬇➡,➡,(**X**,**O**)

Attacking fallen opponents
Four Feet Press: (⬇,**O**)
Small Screw Press: (⬆,**X**)
Large Screw Press: Hold (⬆,**X**)

Zero Divide



Attacking Fallen Opponents
Nail Chop: (⬇,X)
Small Heel Press: (⬆,X)
Large Heel Press: Hold (⬆,X)

Reversal Technique
Kick Compiler: (⬅,□)

Eos

Attacking Techniques
Rikidou: ➡,➡,X
Oogoma: ➡,➡,O
Tatmisukui: Motion ⬇,⬇➡,X
Ashizuri: (⬇➡,O)
Tatamikuzushi: ➡,➡,➡,X
Uwa Uradatami: (➡,X)
Naka Uradatami: (⬇➡,X)
Tatamigaeshi: (⬅,X),(➡,X)

Throwing and Grappling
Seoinage: (□,X)
Tomoenage: (⬅,□,O)
Sunearai: ➡,➡,⬇➡,O
Kumagoroshi: When behind opponent (□,X)
Onigoroshi: When opponent is crouching (⬇,X,O)

Attacking fallen opponents
Acho: (⬇,X)
Kawarawari: (⬆,X)
Oogawarawari: Hold (U,X)

Disabling opponent's guard
Morotebari: Motion ⬇,⬇⬅,(□,X). *Works on low guard*
Karetebari: ⬅,(□,X). *Works on high guard*

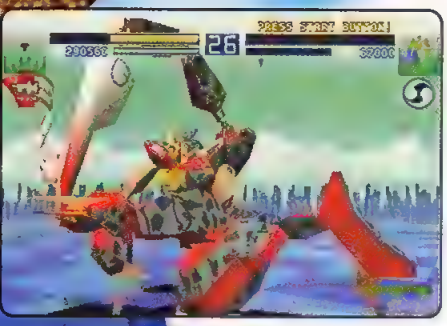
Reversal technique
Yawaragatame: (⬅,□) *This reverses high punches*

Nereid

Attack techniques
Low Stab: (⬇➡,X)
Killer Nail: (➡,X)
Drill King: ➡,➡,X
Backwards Kick: (➡,O)
Heel Hammer: (⬇,O)
Bloody Chop: (➡,X,O)
Bad Slide: (X,O)
Gaddem Drill: ➡,⬇,(X,O)
Cool Kick: ⬅,(⬇➡,O)
Dirty Upper: When rising from a crouch X
Step Back: When opponent is stood behind, hold □,⬅,⬅
Unfair Punch: (⬅,X). *This works on opponent's low guard*

Throwing and Grappling
Crazy Drill: (□,X)
Super Bad Throw: When opponent is behind (□,X)

Attacking fallen opponents
Drill Press: (⬇,O)
Small Hell Press: (⬆,X)
Large Hell Press: Hold (⬆,X)



Disabling opponent's guard
Guard Crusher: (X,O,□)
Works on high guard

Combos
Happy Nail Combo:
X,X,(➡,X),X
Abnormal Combo:
(⬅,O),(➡,O),X,X
Crazy Machine Combo:
(➡,X),(⬅,X),X,X

Draco

Attack techniques
Headbutt: (➡,X)
Tail Back: ➡,➡,O
Middle Kick: (➡,O)
Low Kick: (⬇➡,O)
Tail Dive: (⬆,O)
High Breath: ➡,➡,X
Upper Breath: (⬆,X)
Low Breath: ⬅,⬇➡,X
Mongolian Punch: ⬅,(➡,X)

Shoulder Tail: ⬅,⬇,➡,O

Throwing and Grappling
Dragon Nip: (□,X)
Hyper Headbutt: (⬇➡,X)
Barbecue: ⬅,➡,(□,X,O)

Attacking fallen opponents
Chain Tail: (⬇,O),O,O
Tail Bomb: (⬇,X,O)

Combos
Tail-Back Combo: ➡,➡,O,O
Rapid Nail Combo:
X,➡,X,X,X,⬇,O

Cygnus

Attack techniques
Iaigiri: (⬅,X)
Iaizuki: ➡,➡,X
Shitaoozatou: (⬇➡,X)
Shitahayate: (⬇➡,O)
Nanahayate: (➡,O)
Ganseki: ⬅,⬅,O
Nagarezuki: While dashing X
Jump Stab: (⬆,X)
Ninpo Yashichi: (⬆➡,□)
Seibai: ⬅,➡,(X,O)
Shinkuugiri: ⬇,⬅,(X,O)
Ninpo Tokeimawari: ⬇,⬇,⬇,(X,O)

Throwing and Grappling
Ninpo Ookanazuchi: (□,X)
Ninpo Taruotoshi: When behind opponent (□,X)

Attacking fallen opponents
Joubutsu: (⬇,X)
Small Hayanie: (⬆,X)
Large Hayanie: Hold (⬆,X)

Disabling opponent's guard
Ninpo Gozagaeshi: Motion ⬇,⬇➡,(□,X)
Both high and low guards are defeated using this

There's something for everyone in this month's previews. Sports sims, racing, blasting, adventures, platformers and er... all that lot

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Olympic Games
With the proper summer olympics being just around the corner, US Gold have developed one of those finger blistering games like we used to play in arcades in the good old days.

70
Starfighter 3000
Telstar's very own futuristic space shoot 'em-up. Their follow up to Lone Soldier sees them moving well away from the ground and reaching for the stars. And it just can't be any worse.

Prev

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Core Design Special
There's Tomb Raider - where you're a big leggy chick with large guns robbing graves and suchlike, Ninja - 3D search and destroy things - reminiscent of Shellshock (except without a tank) and Swagman a pseudo-Zombies Ate My Neighbours romp

If there's a particular preview you

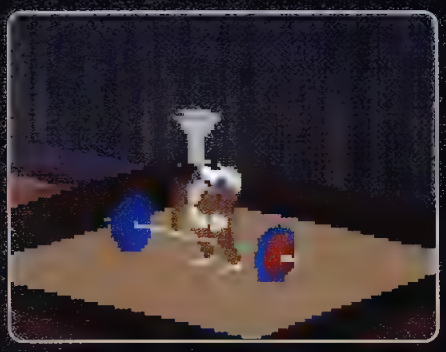
76
Blazing Dragons
Monty Python veteran game of the soon to be seen TV series. It's an adventure game with plenty of Python humour

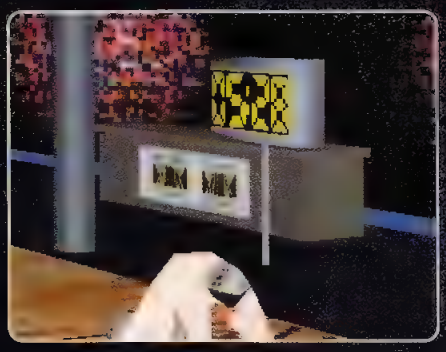
78
Crash Bandicoot
A born in the USA platformer to rival the Raymans and Cheesys of the world. Sony hope to head stomp ahead of the rest – there's an exclusive interview in there as well with the bloke who dreamt the whole thing up

82
Burning Road
Fast furious fun from Funsoft. A racer with more speed than your local dealer. Take care

iews

at the back of the mag





Every second even-numbered year, you can guarantee two things - a summer packed with top quality sport, and an Olympics videogame from US Gold. 1996 is no different, and here's why . . .

On your ma

As I'm writing this, overlooking the beautiful countryside and the famous IDG pond, with the sun blazing down and not a cloud in the sky, I can't help but look forward to this summer's Olympic Games. Maybe it's the thought of seeing the eight fastest human beings alive lining up to compete for the 100 metres title in the scorching Atlanta heat, or the tension created as the last remaining Briton in the pole vault starts his run for a final attempt at the gold medal winning height. Or maybe not.

More likely it's got something to do with the swearing, shouting and laughter that's coming from behind me as four grown men, red faced from the effort, hammer away at their joypads to try and beat each other to the line in yet another 400 metres race. As they have been doing for most of the morning now.

Olympic Games from US Gold has gripped the PSX-Pro team harder than anything since Worms, and it's not even finished yet! This is going to do more for sales of the Sony MultiTap than anything else, because it really does come alive when you're friends are round.

OG is going to be in direct competition with Konami's International Track & Field. It uses the same motion-capture techniques and has equally good gameplay. And it has a fairly major plus point - a lot more events.

US Gold claims the listing is the most comprehensive ever for a multi-event sports sim, and I'm not going to argue. The full line-up of events is 100 metres, 400 metres, Long Jump, Triple Jump, High Jump, Pole Vault,

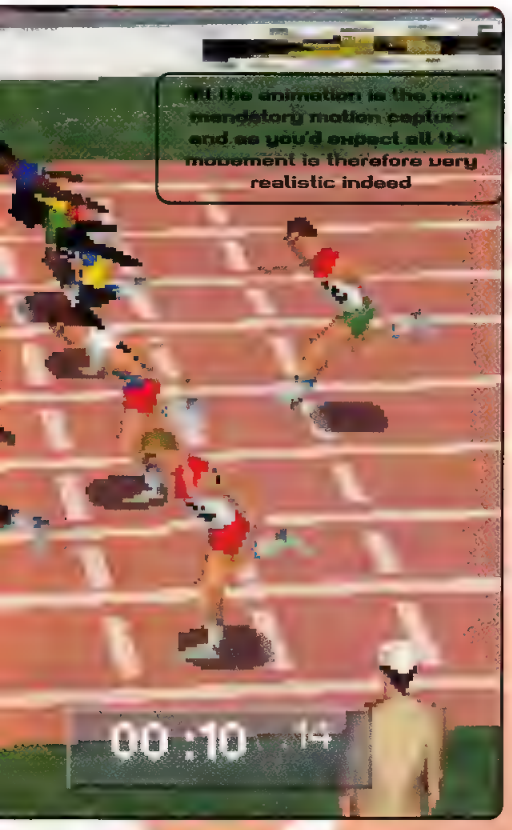
The game will feature a winning combination of all out button bashing events and more rhythmical events where timing is just as crucial as all out speed.

MANCHESTER OLYMPIC BID

The obvious British venue for the Olympic Games (if we ever get it again) has to be Manchester (which by that time will have long since had the new national stadium built, having been given the nod over London) as long as it can get past the ridiculous southern bias of many people in this country

rks

Steve McNally was with a crowd of over 20,000 when Manchester was robbed of the chance to host the 2000 Olympics

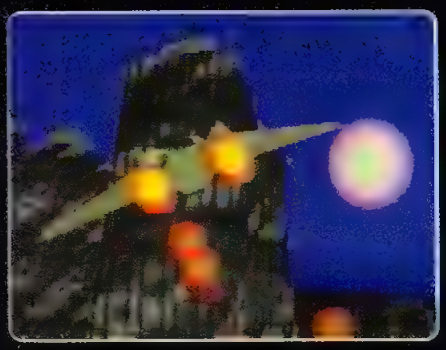

All the animation is the non-mandatory motion capture and as you'd expect all the movement is therefore very realistic indeed
00 :10 14

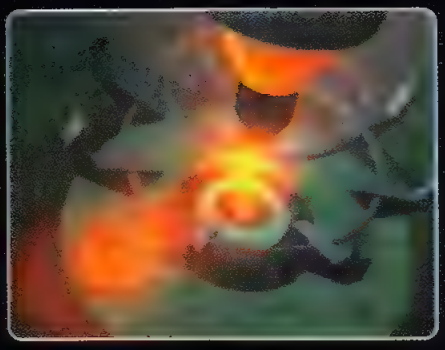
Discus, Javelin, Hammer, Swimming, Shooting (rapid fire pistol and skeet shooting), Archery, Weightlifting and Fencing. In fact, just about every major Olympic event you can think of will be in there (with the exception perhaps of Hockey, but who the hell cares about that?).

Many of our younger readers may not be aware of the 'button-bashing' style of gameplay. It was incredibly popular for a long time in the mid-eighties, but seemed to go totally out of fashion and is only now experiencing a resurgence. Basically, you have to press two buttons as quickly as you can (in a rhythmic fashion) to build up speed and maintain it for as long as the event requires. In disciplines such as the High Jump, timing will come into play as well. You'll need to hammer along on your run up as quickly as you can, then press another button for a certain amount of time until you get the correct angle for whatever it is you're doing (eg in a throwing event such as the Javelin, you want to release at around 45 degrees to get maximum distance on your throw).

It's an astonishingly simple concept when you play, but is quite difficult to grasp when you've never actually experienced it. It looks as though a whole new games-playing generation is going to be introduced to the delights of wrecking the buttons on their joypads, because if Olympic Games isn't one of the big games of the summer, I'll be absolutely amazed. Await it with awe.

Olympic Games
Also released on: PC CD-Rom





Developers constantly strive to steal a march on their rivals, but there's only so far you can go. In an effort to outdo the competition, Telstar unveil their latest idea - a simulation of a simulation.

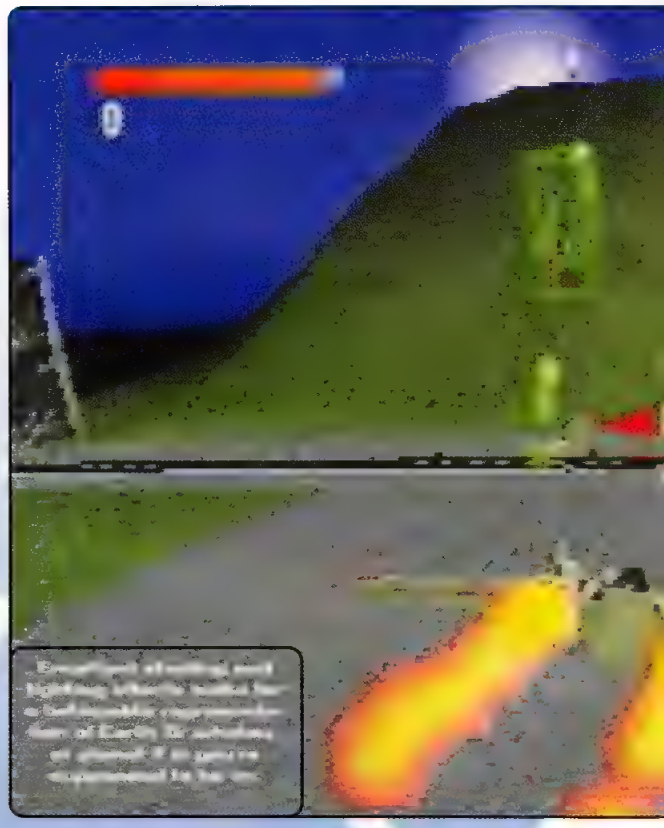
Upwardly m

"We are FedNet. The year is 3037, and we are now in control", states the voiceover, in a tone which suggests that said control is not so much that of kitchen duties on a camping trip, or the purchasing department of a burger chain, rather, control of the world. Which is all rather ominous, since it is unlikely that anyone would take over the world with intentions other than personal gain at any cost to mankind. So it's just as well that we're a FedNet member, really...

Starfighter 3000 has been in development for ages, and was the star of developers Krisalis' stand at the European Computer Trade Show as long ago as April '95. If memory serves correctly, that particular version was running on that rare beast, a 3DO, so it's heartening to see Krisalis have steered themselves in a more worthy direction since then.

You are one of the FedNet test pilots in their "Ultimate Expansion Project" - a concept which is difficult to comprehend since they already rule the planet. Still, it is over one thousand years into the future, so the chances are there'll be a few inhabited peace-loving planets to colonise by now.

Perhaps it's the century or so of protestation from the residents of sleepy Lincolnshire villages, or maybe the price of aerodynamic metal compounds has increased, but whatever the reason, training for test pilots is conducted in an entirely virtual world - the FedNet Total Immersion System (sounds more like a

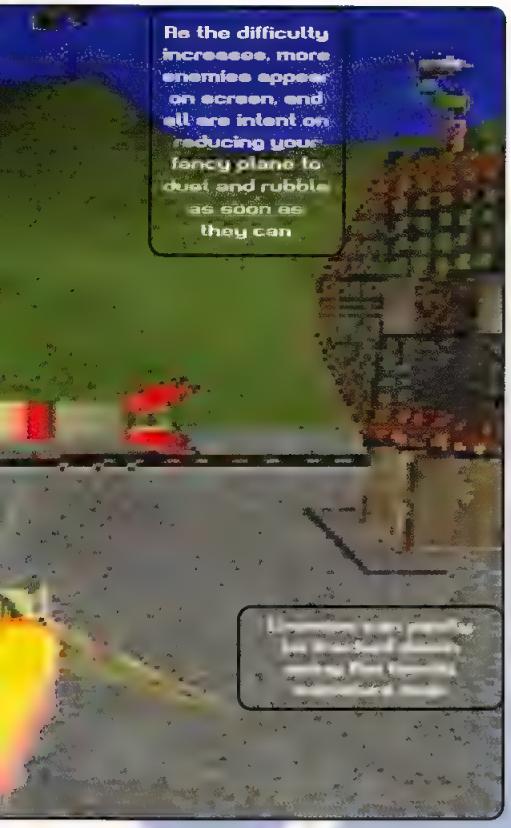


SPACECRAFT FACT

No-one has ever played a musical instrument in space, though Jean Michelle Jarre incorporated a saxophone solo in Oxygene VI, specifically for Challenger astronaut Ron McNair to play during the ill-fated 1986 mission.

obile

The finest star fight Paul Roundell saw was when Jim MacDonald gave Liz a tap in Coronation Street


As the difficulty increases, more enemies appear on screen, and all are intent on reducing your fancy plane to dust and rubble as soon as they can

posh bath) – on a monstrous vector plain. Your craft for the duration of the game is the brand new singing-and-dancing *Predator mk IV*.

Set across four graphical worlds depicting different planets, Starfighter 3000 will, when completed, contain 60 progressive missions, and you'll need a memory card to get anywhere at all. Krisalis have ensured that the game environment allows full 360 degree three dimensional play, to be complemented by a choice of eight different soundtracks ranging, they say, from ambient to *full on space battle*. Hmm.

The missions vary in terms of what you are expected to do. They comprise anything from simple docking with the Mother Ship to picking off a set amount of aerial targets, or complete annihilation of enemy ground installations and vehicles. Apart from your craft, the Mother Ship is the only other non-virtual entity, and it is from here that instructions will be issued, and your performances rated. Success and speed will – at certain points – allow entry into bonus rounds, important in themselves as they contain extra weapons and power-ups to ease your passage.

Graphically, SF 3000 is excellent, with large, well defined sprites on a background that whips by at a phenomenal rate . It's a great shame that no two player optioned is planned, but if the control can be polished up and made to match the speed, then it's difficult to see Star Fighter 3000 being anything but a hit.

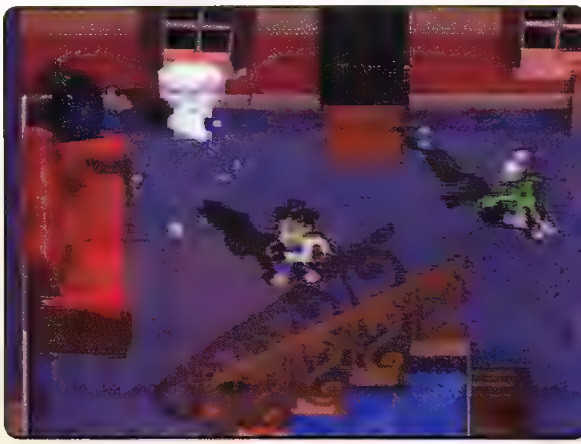
Starfighter 3000
Also released on: Saturn, PC CD-Rom, Mac CD-Rom

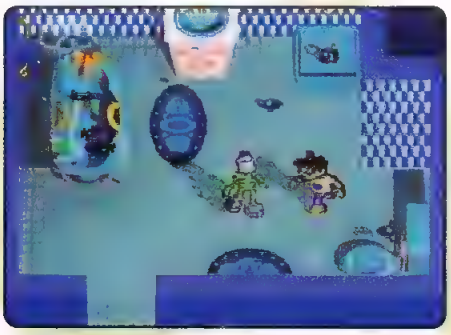
Core have already brought huge choppers and tank driving home boyz onto your PSX. Now they're urging you to play with psychotic ninjas, nightmarish overlords and a pert robobabe! Tempted?

Tomb it may

As mentioned - oooh, three seconds ago - Core Design debuted on the PlayStation with two corking titles; Firestorm breathed new life into the hugely popular Thunderhawk series, whereas Shellshock took a similar idea, added a handful of street-wise, jive talking chaps and threw the whole lot into a massive tank and told them to destroy the neighbourhood. Both games received massive scores all across the board and Core Design sat back on their laurels - not!

Core now have four new PSX offerings to urge you to part with even more cash over the coming months, the first one being the fabby Blam! Machinehead which was previewed in the this very mag a few issues ago, and I'll give you the lowdown on the following three. Ready? Right, here we go then:





Swagman

Those of you who thought they were experiencing a brief glimpse of heaven when Konami's excellent Zombies Ate My Neighbours title hit the SNES a couple of years back are in for a next generation treat later on this year. A magical puzzling adventure is in store for all of you PSX punters that simply oozes the same addictive quality that made Zombies such a hit all those years ago. The game boasts a 3D overhead gaming perspective and combines a massive sprawling 17 levels with hundreds of puzzles, battles and item relocation missions to give the player numerous things to do while frantically trying to save his/her butt.

Ninja

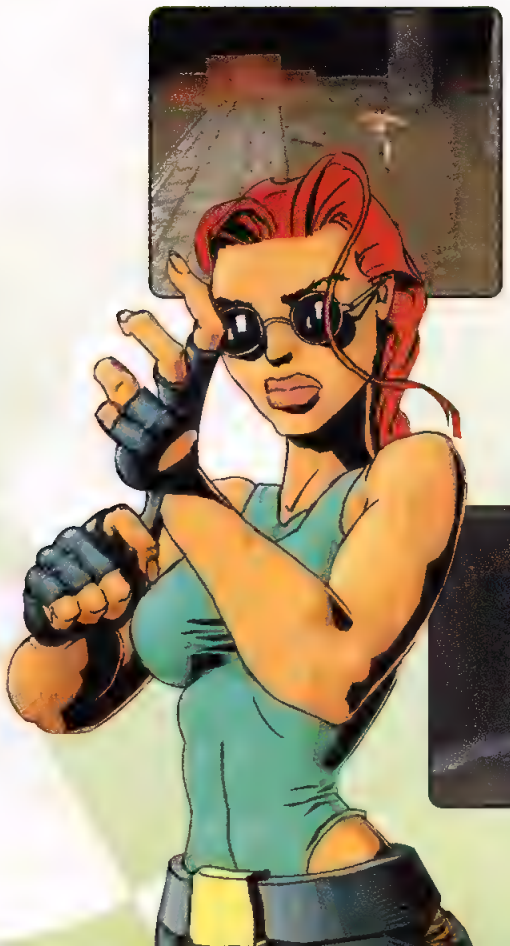
As is (or should that be as isn't?) Ninja. This game fits nicely into the isometric beat 'em up genre, but the aim of the game isn't simply pummelling your opponent over a best-of-three fist throwing bouts. Far from it. You are Kuwosawa, a young agile ninja who has bizarrely found himself deep in the middle of life-threatening battle against the dark forces of evil. Mysterious lands await as you venture off into this strange world. As I've said, this one's way off, but rest assured that we'll deliver the goods when it's finally ready for public PSX consumption. Yum, yum!

TOMB FACT

The recently released X Files video, entitled Tooms, has nothing whatsoever to do with Tomb Raider, or Core Design for that matter. In fact it's not relevant at all. Forget I ever mentioned it. Sorry ...

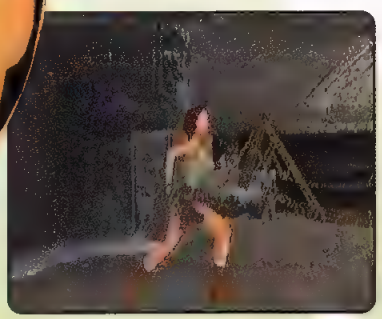
Jay doesn't like writing these end bits. He thinks they are quite naff, unlike these top products

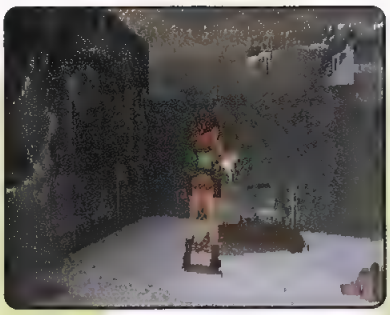
concern...



Tomb Raider

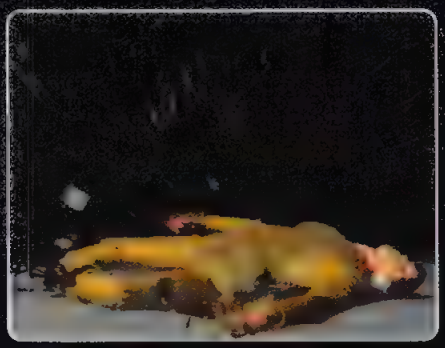
Finally, Core are busy creating this wonderful third person perspective blaster as well as desperately trying to get their other titles up to scratch for their scheduled release times. Fortunately though, Tomb Raider is getting all the attention it needs, especially in the gameplay stakes. You jump into the shoes of a butt-kicking female Indiana Jones (Lara Croft to be precise) as she travels the globe in search of the ancient artefact known as the Scion. Cinematic camera changes swinging around the awesome 3D world makes viewing the action an absolute treat, whereas frantic shooting action and an awesome amount of blood thirsty enemies provide the game with some much-needed trigger happy fun. Think of it like Resident Evil in a pyramid and your kinda halfway there. I've already told you that these babies aren't coming out for absolutely yonks, but as they're as eye pleasing as the annual skimpy bikini contest, I thought you might appreciate a sneaky peek.

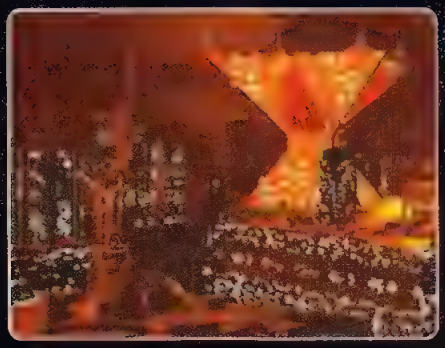




Tomb Raider, Ninja & Swagman

Also released on: PC CD-Rom





Ever fancied having the chance to step back in time and alter the way of the world? Well now you can courtesy of Electronic Arts, in the wonderful world of Time Commando

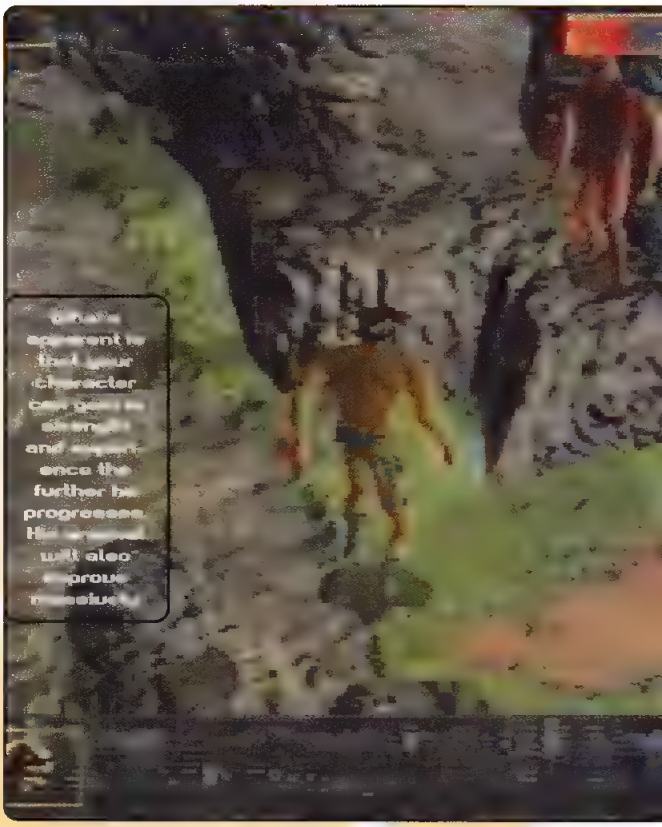
Tick Tock S

Things are never quite as clear cut as they seem when it comes down to it, and Time Commando from EA is proof of that fact. The thing is, the people from any given time don't seem to like strangers from any other point in time. Just look at Michael J Fox in the Back To The Future movies! He had a particularly tough time with just about everyone.

So why should things be any different in this game? Set unsurprisingly sometime in the future, mankind has now created machines capable of exceeding the speed of light, and is mastering the art of time travel with the Time Blaster. Unfortunately the natives from each and every time encountered are hell bent on him (you) not returning to the present, and most importantly not shutting down the whole Time Blaster system. You see the whole thing's gone haywire and is out of control.

Adeline Software are based in Paris and have been working away to create a superb 3D environment, combined with some simple gameplay and enough challenge to hold your attention for beards. At this stage things are looking promising, although the gameplay certainly does need some serious work. Adeline know this though, and by the time the finished product arrives, they will have rectified this problem and generally made everything ream.

Your character basically wanders through different pockets of time to shut the system down. As you

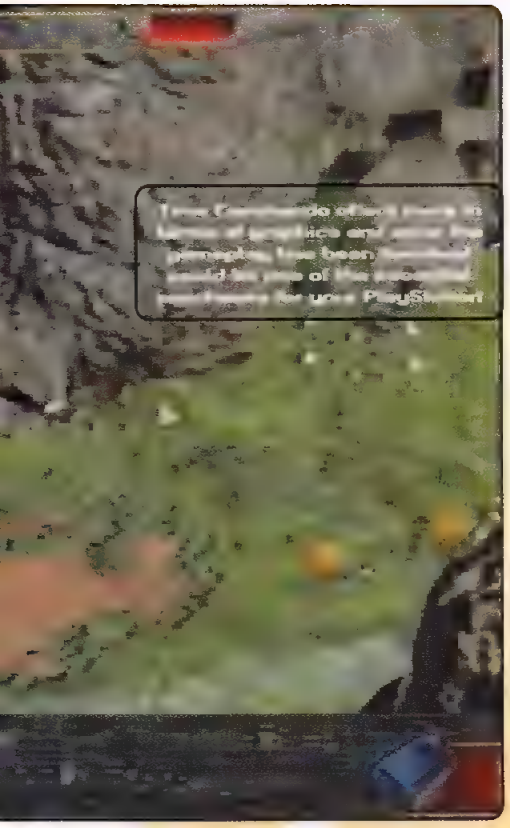


TIME FACT

The average human being will spend something in the region of six years of their life brushing their teeth. Probably, although we can't substantiate it of course

oldier

Andy Sharp used to have a Raleigh Commando, which he still rides in to work on the days he turns up



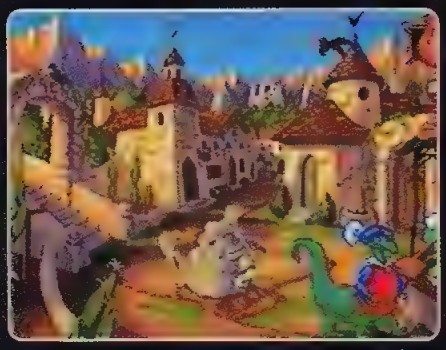
progress time also progresses and the backgrounds will change accordingly. This is a neat little touch but will ultimately ruin your chances of survival as the buggering thing with this progression of time lark is that the opposition will be learning and building new technology to combat an enemy threat. And that enemy threat is you.

To control your character you are only required to use the D-pad to determine where you will wander, and the fire buttons will have functions of their own such as punch, kick or jump. Weapons can be collected along the way by defeating enemies and picking up the weapons they leave behind. After this you will need to select the weapon from the panel and use it as you see fit. Dead simple really.

There are plenty of weapons on offer - over 50 in all for you to master - and enemies are plentiful with in excess of 80 differing types. This gives you some idea of how much time and effort has gone into creating Time Commando. In total there are nine -if you will - eras, which in effect are levels with an end of level guardian for you to defeat before progress can be made.

Attention to detail has been a major factor in the overall look of this game, and once the playability has been tweaked this could be one of the products to look out for over the summer. A review of the completed version will appear in a future issue so don't miss out on your chance to pass through time.

Time Commando



What do you get if you cross a famed Monty Python comedian with Gavin Scott of Young Indiana Jones fame, and one of the world's top animation houses? A bizarre adventure named Blazing Dragons

Fire breath

Monty Python's Terry Jones is set to bring his weird world of animated dragons to both TV and the computer world. There are 13 half-hour TV shows set to be shown later this year, and the PlayStation game is scheduled for release in spring.

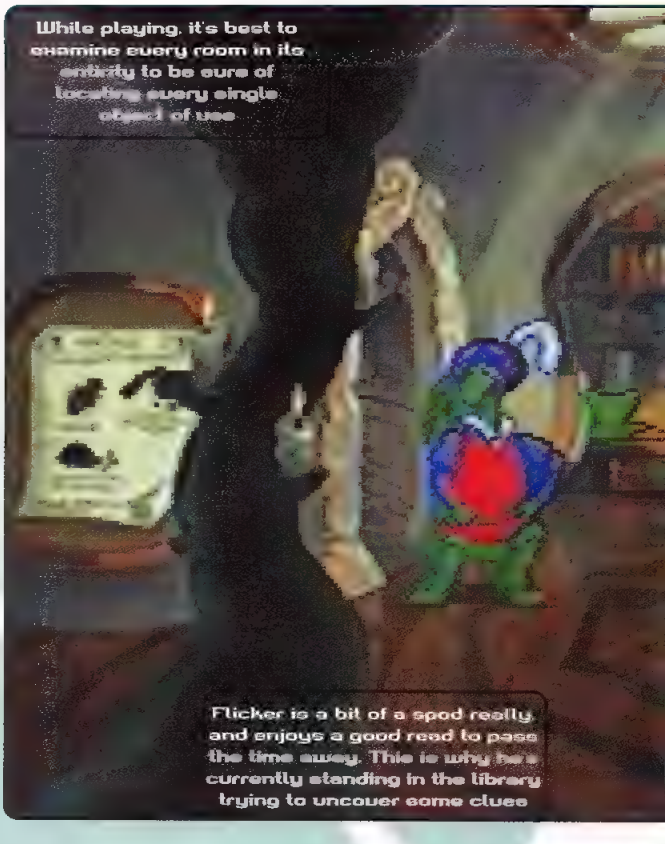
Crystal Dynamics, the bods responsible for the not-all-that-bad platformer Gex, have this time tried to capture the best elements of adventure and puzzle games in a bid to test your gaming skills. And to top it off there's a cartoon scenario with over 3000 frames of animation!

Blazing Dragons is a twist on the classic Knight's Of The Round Table adventure, where the bold knights and the humans are the underdogs rather than the fire-breathing dragon. Even the table is no longer round – it's square! Hilarity abounds.

Camelhot is the home of a young dragon named Flicker, who wishes to become a noble knight so he can defeat the evil Black Dragon, a mechanical menace under the guidance of Sir George.

You are in complete control of Flicker throughout the proceedings, and must use your head to come up with the wacky contraptions he needs to in order to become the noble knight of his dreams.

There's some obvious Monty Python humour courtesy of Terry Jones. For example, one of the knights has such poor sight that he's attacking his home castle, while another spends his time admiring his



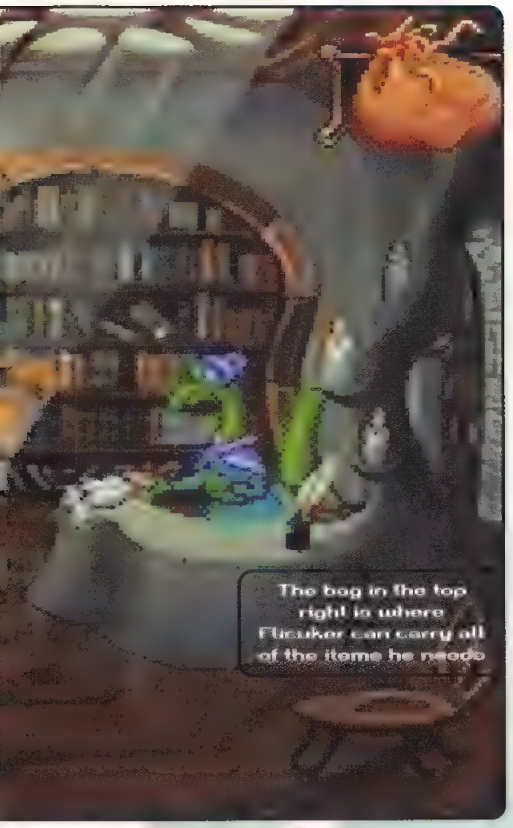
While playing, it's best to examine every room in its entirety to be sure of locating every single object of use

Flicker is a bit of a spod really, and enjoys a good read to pass the time away. This is why he's currently standing in the library trying to uncover some clues

MONTY FACT

Perhaps the most famous character ever created by the Monty Python team was the vomiting Mr Creosote. At least he's the one who springs to mind

Andy Sharp used to travel to Wales every year as a nipper but never saw any Welsh Dragons like on their flag. Or Ivor The Engine



reflection in a pond. There's nothing new for fans of Monty Python, but it's far more humorous than most other games.

Graphically, the whole cartoon thing is as good as it gets. There's plenty of animated action and clues littered throughout. Where most adventure games involve tough American-sounding characters, Blazing Dragons has some true Brit accents.

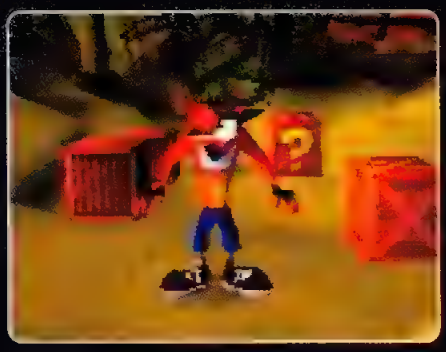
Also included are a few strange arcade-style games such as Dragon Thumb Wrestling and the CAT-a-pult, which sees you using a feline creature for ammo. It all looks pretty impressive as the tiny cat is flung into the distance onto the heads of the targets. It's definitely one for the sickos out there.

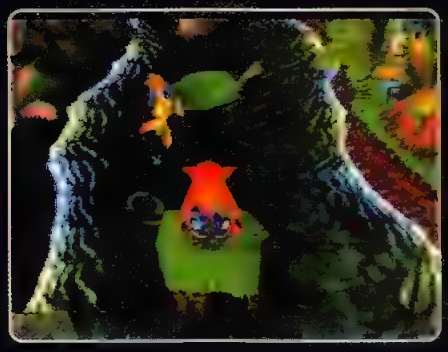
Control is all very simple, selecting between the tools for walking, picking up or looking at items. There's also a talking option similar to good old Monkey Island. It's hardly ground-breaking on this front, but seems to be aimed at people who are familiar with this type of game. So that's no bad thing.

If you're a fan of the quirky Monty Python humour and adventure games of old, then Blazing Dragons may warrant a closer look. Check out the full review in this here magazine in the not too distant future. If this version is anything to go by then it will be as playable and enjoyable as the classics.

Blazing Dragons may yet set the world on fire for fans of adventures but is hardly pushing the barriers out. Still, you can't have everything can you?

Blazing Dragons
Also released on: PC CD-Rom





PlayStation platformers have been generally disappointing so far. With this in mind then, Sony and Naughty Dog Software step in with the sole intention of righting a few wrongs

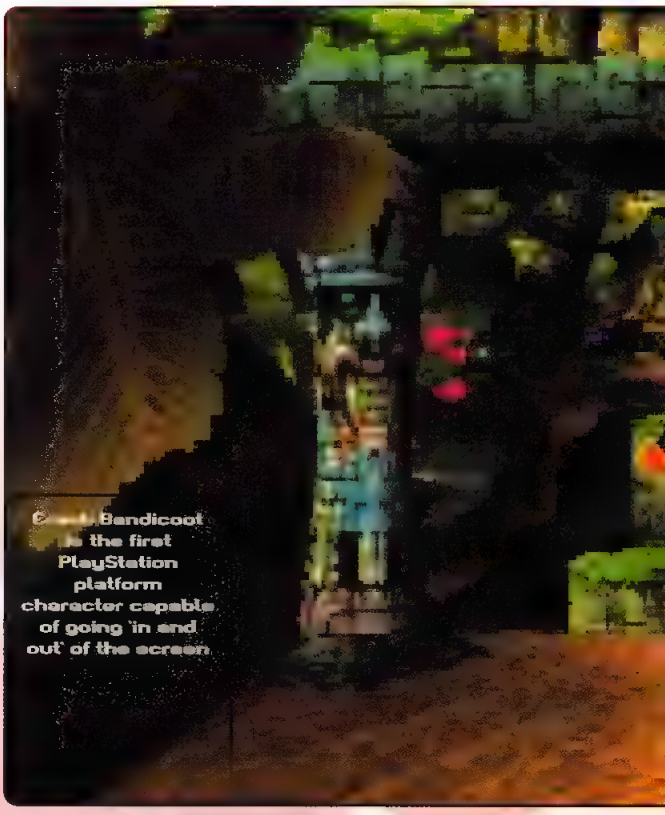
System cra

Crash Bandicoot may be a stupid name, but it's one that seems to be exciting more people than most games ever do, even at this early stage. Rumours from insiders at Sony (and visitors to the massive trade show E³) are suggesting that this game could well go down in history as an all time classic and be talked about for years to come. Virtual newcomers Naughty Dog Software (responsible for only one other title to our knowledge) seem to have hit on a winning formula that, when the wraps are taken off, should send gamers flocking to the shops in their thousands.

It's a platformer by the way, but being Sony of course, a standard run of the mill offering just would not do. It's one of those fancy 3D jobs where you have to run into and out of the screen along with the more traditional directions of left and right (and of course, up and down).

The finished game will feature about 30 levels (not counting end of level bosses, of which there are six apparently) containing a mixture of traditional styles and more original concepts.

By all accounts produced under a working title of Willy the Wombat (not surprisingly changed, but is the new name all that much better?), Naughty Dog are confident that they can take gamers where they have longed to go by giving them the platformer they've always wanted. We're reserving judgement here until



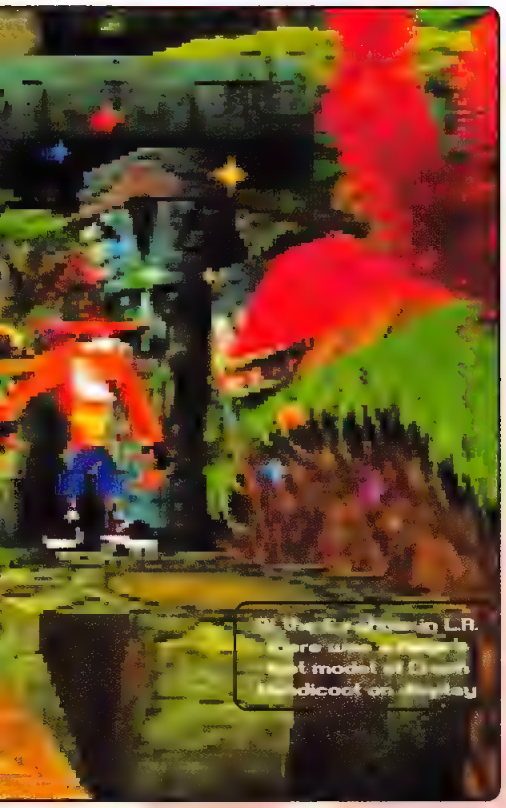
Bandicoot is the first PlayStation platform character capable of going 'in and out' of the screen

CHEQUERED PAST

Naughty Dog Software's last, and only game to our knowledge was the appalling 3DO Mortal Kombat rip-off Way of the Warrior. If Crash Bandicoot is as bad as that then you'll just have to forgive anything positive I said in the course of this preview.

Sh

Steve McNally is not a big fan of dogs, especially naughty ones, and is, on the whole, much more comfortable around cats



we've seen the finished game, but I will say that it's looking as though Sony's proud boasts may not be all that much of an exaggeration.

Crash is undoubtedly a top character and one which I'm sure gamers will take to their hearts in a similar way they did with Mario and Sonic. Not that Sony are pushing the little fella as a flagship character because they're not. Well, not yet anyway, but I can imagine if this sells as well as they're hoping we might well see him being pushed into giving the machine some kind of identity. Something which at the moment is one particular area in which Sony's rivals have the jump on them

Essentially though it's still only a platform game, and in the past it's proved very difficult to break the mould with such an effort, so I'm not going one way or the other on this one, simply because I haven't actually seen it up and running yet. It certainly talks a good game though, and if all the boasts turn out to be true, and the graphics are indicative of the gameplay then this could well turn out to be one of the biggest games the PlayStation has been graced with so far. And with a distinct lack of high profile releases at the moment that's something I think we could all do with.

For now, though, just sit back and marvel at the screenshots, and look forward to a full review some time in the very near future.

Crash Bandicoot
Also released on: PC CD-Rom

System crash

The interview

Naughty Dog is the development team behind Crash Bandicoot. Here, co-founder Jason Rubin talks exclusively to PSX-Pro

How long has Naughty Dog been going?

I'm co-founder. We're actually ten years old. My first game was on the Apple 2. At the beginning I was at high school, then college. We're now an eight-person team. Crash Bandicoot is really the first game we've done as the new Naughty Dog.

Is this the first thing you've done for the PlayStation?

Yes. We hope to do a lot more. It's such a good platform.

Why not the N64?

When we started this project in '95 the N64 was barely a rumour. We want to come out in Christmas '96 with the backing of a good installed user base. We wanted to do a character-based action game – the PlayStation is a very good piece of hardware, although the N64 is without a doubt the most intricate polygon engine on the market.

On the other hand, you have to do everything within an 8-bit cartridge, and that's a very restricting thing. It's like having the biggest rocket engine on the block, but with the smallest gas tank! You may not always win. Long term I think it'll be a weakness.

What's developing on the PlayStation like?

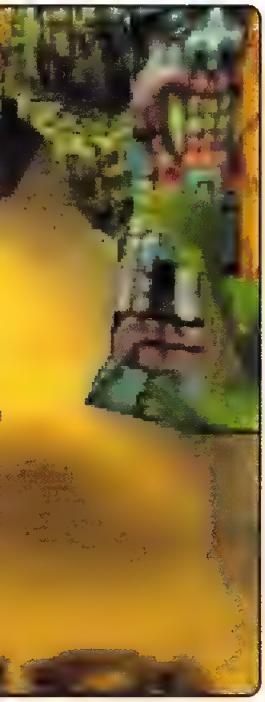
We're really happy with the PlayStation. It's a very nice sized rocket ship with a very nice sized engine and a nice sized gas tank. I think people are surprised at what we've been able to do with it. Really, it comes down to the software at the end of thee day. I think that with Crash Bandicoot we have the gameplay of the classics.

So what makes a good video game?

If only I could answer that I'd stop making them and I'd just walk around telling people what to do! I really don't know ... For me, you need to watch the consumers, like Miyamoto (Nintendo guru). What makes a good game is something that makes the consumer smile. That's really the best answer I can give.

What are the major game influences behind Crash Bandicoot?

Mario is one of them, Sonic is one of them, Donkey Kong Country is one of them, Earthworm Jim is one of them. All the major classic platform games. I grew up on those games.



Are there any brand new elements in CB which haven't been seen before?

Absolutely. What we've tried to do is, if you watch the progression of some of the major genres, the fighting games started in 2D - very restricted - you could only go left and right. Eventually they hit this wall and they went onto 3D. They got over the wall with Virtua Fighter, which is still a very 2D fighting game. It's getting more 3D in terms of its fighting and its reality as it goes along. I think the same thing happened with driving games.

What I hope we've done is take the Marios and the Donkey Kong Countries and turn them like this and like that (at this point, he makes Rubik cube-like rotating movements with his lobster hands). You can't go in and out of the screen in any of the games I mentioned before. In our game, not only do you have the major axes, you also have a little bit of leeway. The 3D in our game really does add a lot.

Is there any competitive/co-operative element or is it purely single player?

Crash currently is a one player game.

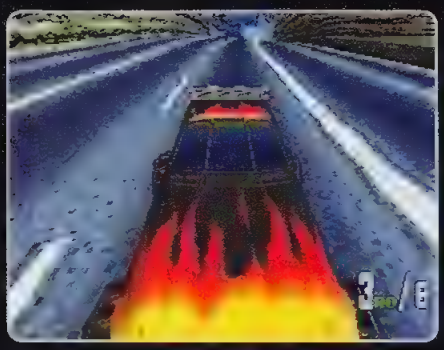
Are you happy with that, as the latest direction for PSX games seems to be multi-player?

I love multi-player games. They're a lot of fun to play when you have a lot of people around. The problem I have with them alone is that they're no longer any fun to play. Sometimes you're alone. Sometimes you need a game you can play by yourself. Maybe Crash can fill that gap.

Are people going to look at what you've done and start copying CB?

I think in the video game industry there are very few originals. Everybody is modifying what somebody has done in the past. It's a learning process. When somebody else comes and sees something they like in Crash and takes it to another level, then great - all power to them!

This was a joint McNally/Lee production. And mightily ream it was, too.



Take me home, Burning Road, to the place I belong - Chorlton-cum-Hardy, near Safeway's, take me home - Burning Road. For Funsoft's sake, let's hope their product is better than this dire song

Hot tarmac

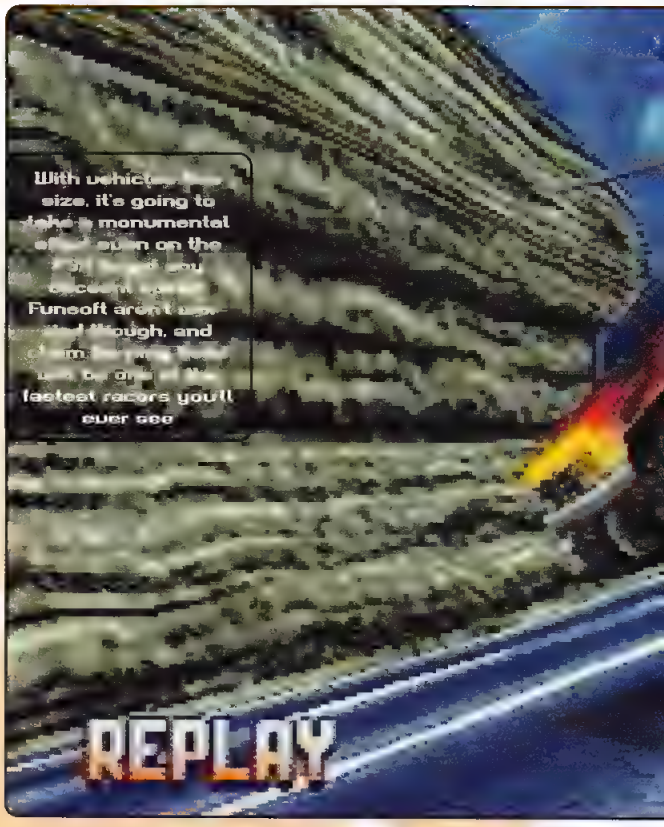
Every so often an amazing race game comes along, everyone raves about it and as a result it becomes the definitive driver for its mother machine. It happened on the Amiga with Lotus Turbo Challenge, on the SNES with Mario Kart, on the Saturn with Sega Rally, and, most importantly, on the PlayStation with Ridge Racer. All of these were released early in their hardware's history, yet none were ever overtaken.

The PlayStation has been around in Britain for less than a year, and already every new racer is compared – often unfairly and invariably unfavourably – with Namco's baby. Funsoft's Burning Road, however, is revving up for a slick overtaking manoeuvre which may well leave RR with severe engine trouble.

Ridge Racer has made such an impact that to wipe its name off the top of PlayStation owners' collective mental blackboard is nigh on impossible. Funsoft is nonetheless having a real crash 'n' burn at nudging Namco's turbo-charged effort into the nearest ditch, while heel and toeing it to pole position in the retail chart.

Whether Funsoft is looking to change the trend of the first major release in any given genre always becoming the best-loved one is unclear. What is gear-grindingly obvious, however, even with the game only 75% down the development road, Burning Road will pay homage to RR without being merely an also-ran.

Funsoft's pedigree in the gaming arena cannot be



ROAD FACT

Drunk drivers are ranksters. If they can't take their beer, they shouldn't have gone to the pub in the first place

Bible-ignorant Alex Lee reckons the Burning Road leads to the Burning Bush

Great attention has been paid not only to track detail but also peripherals such as the backgrounds and the buzzing helicopters
5TH/8

doubted. With offices in 11 countries all over the world (not bad – PSX-Pro's publisher IDG has offices in 68), titles such as the Earthworm Jims and the terrific Toshinden are just three of the many eminent entries in the Funsoft software catalogue of success.

Revealed at the spring ECTS and praised in last month's PSX-Pro, Burning Road is being created by the award-winning Toka development. Imagine a hybrid of RR and Sega Rally with added wicked weather effects, and you're beginning to get the idea.

Although the rain, snow and ice, and the commendable 3D graphics are all wow-worthy, Funsoft is keen to point out that the gameplay hasn't been skimped upon. There'll be a two-player link mode when it's finished, and all the action is to be accompanied by a soundtrack which boats *real* musicians playing *real* instruments.

Burning Road will be compatible with PlayStation steering wheels when it's released in late September, and with a speed of 158,000 polygons per second, the sensation of breakneck forward momentum won't be ruined by bish blockiness.

Alison Turner, Funsoft's marketing manager for games, wasn't lying when she enthused, *Every games nut that has seen this title has told us we're onto a winner.* Okay, so the term 'games nut' may be a bit behind the times, but it certainly does seem as though Burning Road is set to be the PlayStation race game of the very near future.

Burning Road
Also released on: PC CD-Rom

Knife sharpened, and with rant prepared . . .

Alex Lee ge to the

You're obviously not stupid, because you've bought PSX-Pro. You've also got past the reviews section and you're reading the Forum – the pages where one of the PSX-Pro staff has a good old rant about something that's not so much bothering him as doing his freakin' head in.

What do you think of the PSX-Pro reviews? Like a good movie or gig, do they leave you satisfied and fulfilled without feeling ripped off in any way? Or do they bore you stupid because by the time you get to the end of them you've forgotten what you're supposed to be reading? And at what point does a review become a feature? Or a guide? Or a piss boring droning tome?

I make no bones about feeling my intelligence is insulted when I'm forced to look at other PlayStation mags – it's one of the worst parts of my job – and realise what utter drivel they contain. Yes, it's a sad fact that they do exist – as you know – and my regards go to you for you choosing to read PSX-Pro.

For every Bible there's a Necronomicon. How on earth can you justify reading any PlayStation mag other than PSX-Pro? Okay, fair enough, you may well read another mag just to compare scores with ours to see where your hard earned cash should really be going. That's just about forgivable. You may browse another mag because of what it's giving away for *free* – another sore point of mine, but you'll know all about that if you've read PSX-Pro before.

But hold on ... don't all our reviews have a second opinion? Isn't there a new section in this month's mag where every single British PlayStation release is rated by every member of the editorial staff? Don't you trust us? We've been around for long enough for goodness sake. We're all hardened gamers – you should see the calluses on our fingers.

Look at any other PlayStation mag beyond what it happens to have stuck to its cover – I know most of you will find it as upsetting as I do – and what do you find? You're right – rushed, short reviews that could have been written by a monkey (and not the one that, given time, could re-create the entire works of Shakespeare), or worse, interminably long 'uns that have you reaching for the cocoa before you can say *it's an er ... if you will, late night warm beverage'em-up, matey – warmer and cosier than a really, really warm and cosy thing indeed.*

You don't want to read everlasting reviews, do you? Imagine playing the game that you love

ts point

the most over and over and then writing about it. How many (relevant) words could you muster? You could doubtless write a good review – your letters have proved that videogame fans are far from the geeky Neanderthals we're imagined to be by those who haven't enjoyed the pleasures of the PlayStation. But 10 or 12 pages devoted to one game? Come on...

What I'm saying is this: If you want more from our reviews, tell us. I don't think we're selling you short when we don't write an essay on the shape and shade of a gun barrel, or waffle for a whole paragraph on a pixel. To be honest, it sickens me and the rest of the PSX-Pro team to pick up what looks like a potentially decent PlayStation mag only to find that it's packed to the brim with pure waffle. And the sad fact is there are more bish PlayStation mags coming out all the time, much to our disgust.

If you don't ask, you don't get – I can honestly say that I haven't had a single reader say that he or she is aggrieved because they bought a game PSX-Pro marked highly and it turned out to be pump. Nor have I had anyone write in requesting the reviews be lengthened.

What our reviews strive to do is give you a concise, honest, informed opinion about PlayStation games. We don't try to tell you how you should play them, we don't give you endless spurious information about the programmers' influences, and nor do we harp on at length about a single screenshot.

So never mind the bollocks, read PSX-Pro and you'll feel ream. If you don't, then we're not doing our job, and we need to be told.

Tell us what you want

We want PSX-Pro to be the perfect mag for YOU – a tall order, because everyone has different ideas regarding what they want to see/read/buy etc. It's a target we've set ourselves though, and we need you to tell us what you want more of, what you want less of, and indeed what you want none of at all.The address is at the back, the postage is free and the letterbox is big enough to cope . . .

Dear PSX-Pro

Nice mag. I picked up your issue 3 because it looked the best PlayStation mag on the shelf. What a complete bargain to subscribe! It's so bleedin' dodgy buying games for £40, and you are probably saving people a lot of money. If you buy the mag you can get decent reviews and avoid buying games which look promising but are in fact shite. Ta!

Are you doing a review of Syndicate Wars? Isn't that out soon? When you reviewed Thunderhawk II I bought it on the strength of your review. Cracking! Thanks lads/lasses. Shellshock now looks good. However, despite giving it an excellent score, the review really just said what to do in the game and not why it deserves such a good score. Could we have less narrative and more opinion from some of your reviewers (yes, you Steve).

Final comment – at the end of a review when you quote price, overall mark etc, could you stick in a release date if available? That would be rather useful.

Just thought of something else. Reviewers' opinions seem to differ a fair bit, so what one enjoys another may not. Someone wrote in saying each of you should score separately for a review so we can see what the rest of the team thinks. Not a bad idea. I know you may not all have time to try each game, but if you do, why not put in a couple of words comment at the end of someone else's review and/or a mark.

Namco Museum Vol 1 & 2 were reviewed. Both are full of old rubbish (you may not agree), but one came out with Graphics 6, Gameplay 9, Lastability 9, Overall 8.5, and the other with 3, 7, 5 and overall 6.5.

Both have rubbish graphics 'cos they're old (who gave it 6? Not that Steve again!). Okay, so the intro may be flash, but that doesn't affect the actual game. Steve, are you okay? I hardly see how it could receive 8.5 overall, making it nearly as good as Doom, Tekken, Actua Soccer etc and on a par with Loaded!

I won't go on any more. It's an excellent mag and an even better price. Keep it up.

Graham Mallinson, Halifax

PSX-Pro replies

Syndicate Wars is due out September 1. Release dates are notoriously unreliable, so we tend to hedge our bets as much as we can. If we were to put release dates on everything, we'd look chumps because products often slip due to all sorts of factors.

Shellshock came in right at the end of our schedule and thus we had less time to review it than most other games. Steve therefore concentrated on what it was all about rather than giving an opinion regarding how it played in the long-term. It was one of the few releases that all of us liked immediately.

As you can see, the second opinion has been around for three issues now – you weren't alone in requesting it. As far as the Namco compilations are concerned, the final marks were agonised over for longer than usual, as it's awkward to give an overall score to compilations where the component games vary wildly in quality. If you're ever in a position to have a lengthy play of both compilations, you'll probably find that you agree with the marks awarded.

I'd personally rather have a copy of Namco Museum Vol 1 than Loaded – Alex

Dear PSX-Pro

I'm thinking of taking out a subscription to PSX-Pro because the only newsagent in my town has stopped selling it. Is it still £15, and if so, when will it go up?

Also, is there any chance of doing a feature in your mag detailing where to buy the cheapest second-hand games? You could do a review of all the different companies, similar to *Which?* magazine does with other items. Keep up the quality mag.

Dave Phillips, Dyfed

PSX-Pro replies

See the subscription offer on page 92 for full details. When you take out a subscription you're protected from price increases for a full year. As far as the feature request goes, we'll do something along those lines in the build-up to Christmas.

Dear PSX-Pro

This year has seen what many hope to be the end of this trend of releasing various retro collections. The PlayStation has been hit hardest with Namco, Irem, Williams and Konami all re-releasing their 'classics'.

Namco in particular would appear to have an endless reservoir of *museum pieces* and *classic collections* to tap. It seems these people are still able to sleep at night in the knowledge that even the best examples are both crude and dull when compared to an average contemporary title. Of course, this new strain of retro is aimed firmly at the new breed of 20+ console owners who can still recall the impact of the originals.

So how should the burgeoning back catalogue of outstanding game concepts best be used? Well, Gunpei Yokoi's hugely successful Metroid series was, believe it or not, based loosely on elements of Sacred Armour of Antiriad on the Spectrum/C64. Features from his colleagues' legendary Zelda series also aided in the intuitive

'The pulling power o something Sony/Namc

structuring, not to mention the numerous film references, including Alien's atmospheric plot. Gremlin also makes no secret of the Gauntlet-based gameplay in its recent hit Loaded. It's a shame that even Sheffield's finest couldn't help cashing in on an established hit - Reloaded anyone?

At present, the future holds little more than a gaggle of sequels from the three dominant players - Mario 64, Pilotwings 64, Panzer Dragoon 2, Virtua Fighter II, Rave Racer and Tekken 2 to name but a few.

Indeed, the pulling power of respected titles is something companies like Sega and Sony/Namco would do well to avoid. A change of script now would offer seasoned gamers much sought after new avenues of entertainment.

Philip Wilson, Edinburgh

PSX-Pro replies

The retro thang is only a tiny proportion of what goes on in the gaming world. The sequel thang'll always go on as long as we're prepared to buy the games. But respect for the outrage anyway.

Dear PSX-Pro

Why were you the last mag to review Alien Trilogy? I had already completed it by the time I saw your review! Also, what on earth is happening both to the PlayStation and your mag? After the initial explosion of the PlayStation scene, we now have a complete lack of quality software. Psychic Detective? Primal Rage? Floating Runner? What's going on? The PlayStation's explosion has become a barely audible whimper.

If the current dire software situation becomes a trend, I think Santa will be bringing me a Nintendo64! Also, I hate to moan (okay, actually I don't, I'm a whinger), but the mag, which was the first one I ever bought for the PlayStation, has lost its edge.

In-depth analysis of the world of the PlayStation has gone, to be replaced by totally unsuitable and boring features. Is this your way of compensating for nothing happening in the world of the PlayStation? Let's hope things improve, or the PlayStation may become another Jaguar. I hope not, but I am thinking that maybe it was worth waiting three years for a plumber after all.

Eddie Smith, Stoke-on-Trent

PSX-Pro replies

Issue six came out so late because the mag was at the finishers for two weeks waiting for the disc to arrive. PSX-Pro, however, was still the first PlayStation mag to have a covermounted disc of the most universally acclaimed PlayStation release ever - Alien Trilogy. Since we received your letter, the quality of PSX games has thankfully improved, and the balance of the magazine has changed to reflect this. The PlayStation won't become another Jaguar - how many good Jag games can you name? And why don't you fix that leak yourself?

NIMROD OF THE MONTH

Dear PSX-Pro

I bought my PlayStation about three months ago. I'm not rich enough to buy all the games that come out - wish I was! - so I buy English magazines to get an idea of what to buy (Swedish mags are useless). But there is always the problem that the reviewer might have a different taste from me.

Wouldn't it be nice to play a bit of each game and decide for yourself if you want to buy it? I had really been waiting for a mag with a disc on it, so when I saw it, I bought it. The disc was behind the cashier so that I wouldn't steal it, and your cover didn't give any clues. I assumed it would contain what I wanted and I paid 112 Swedish Kronor (this amount of money would keep a family in Bangladesh from starving to death during one month) and put it in. What a disappointment!

Loaded - a game so old it was included on the first PSX disc ever (I got it for free when I bought my PSX - demo 1 - not the same level, so what?). Actua Golf - played one, played them all. Actua Soccer - played it at my friend's house about a month ago, but okay.

The only thing I have to say about the presentation on the disc is that I really like the look of your logo with the movement in 3D and the colours and lights and the shades and... nothing? If it had said on the cover what the disc contained, I wouldn't have bought it.

On the cover I read *Reloaded*. I would have liked on the disc - Reloaded, Shellshock, Need For Speed, Descent, Magic Carpet, Wing Commander III, Myst, Actua. This wasn't worth the money, I didn't want it. Don't embarrass yourselves. Do it right the next time or don't do it at all.

I like the mag, though.

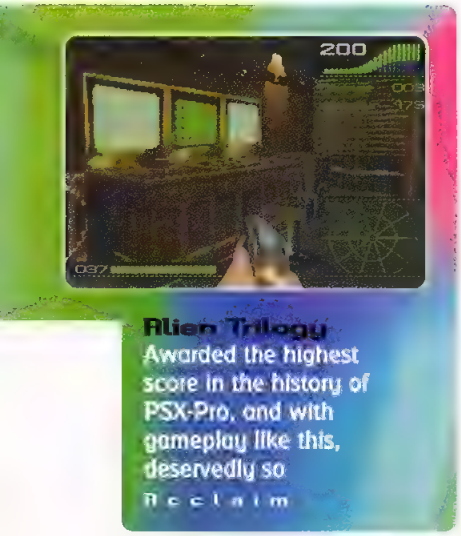
Stefan Elmgren, Hasselby, Sweden

PSX-Pro replies

Sorry Stefan, the next time we'll do exactly as you say. What else would you like on the cover? A Volvo? Or a dime bar? Maybe an Ikea scatter cushion? Or an Abba CD? And think of that poor family in Bangladesh that starved to death because of you buying the mag. Have some goldfish flakes.

f respected titles is o would do well to avoid

PSX-Pro unveils the full list of PlayStation games that will grace Sony's fantastic next generation console over the next six months

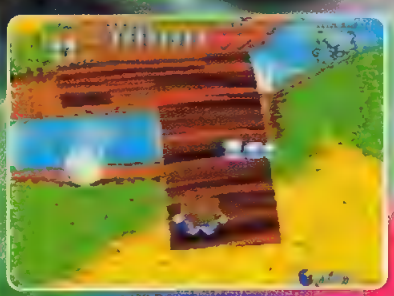


Actua Golf course discs - to follow the release of actua golf - Gremlin
Actua Soccer (PSX3, G.O.M. 9/10) - footy game using digitised chris woods and andy sinton - Gremlin
Actua Tennis - motion-captured, tennis treat - Gremlin
Adrenaline Factor - cyber-punk strategy/shoot'em-up
Adidas Power Soccer (PSX6, 9/10)- fine footy game - Psygnosis
Aeon Flux - action game set in pressurised environment - Viacom
Aftermath - platform shoot'em-up complete with action replays - Interplay
Aftershock - helicopter shoot'em-up - Elite
Agile Warrior (PSX3, 8.5/10) - modern military combat simulation - Virgin
Air Combat (PSX3, 7.5/10) - good-looking shoot'em-up - Sony
Alien Alliance - a load of extra-terrestrials get together - Virgin
Alien Trilogy (PSX6, G.O.M. 9.5/10) - scary bloke in alien costume - Acclaim
Alien Virus - adventure set in a spacestation
Alone in the Dark 3 - sharp shooting and sharp sleuthing - Infogrames
Alpine Racer - skiing simulation - Namco
AR Drivin' - serious racer - Merit
Assault Rigs (PSX4, 8/10) - tron with posh graphics - Psygnosis
Ballblazer - sports game on an artificial asteroid - LucasArts
Batman Forever - movie tie-in platformer - Acclaim
Battle Arena Toshinden 2 - sequel to breathtaking original 3d beat'em-up - Takara
Bio Hazard - futuristic germ warfare - Capcom
Blades Of Rage - flight sim/shoot'em-up - Ocean
Blam: Machinehead - using revolutionary technology, it is possible to program micro machines. oh, ream - Core
Blazing Dragons - mythical creatures, but no knights - Crystal Dynamics
Bloodlust - reworking of international karate - System 3
Bubble Bobble - old games shovelled onto a black cd. hmm... novel - Acclaim
Burning Road - sega rallyesque racer - Funsoft
Casper - ghost film licence - Interplay
Castlevania - The Bloodletting - all-new dracula epic - Konami
Championship Pool II - updated pool game - Mindscape
Chaos Control - find yourself in charge of a right old mess - Infogrames
Cheesy (PSX7, 9/10) - mouse'em-up - Ocean
Chessmaster 3D (PSX7, 4.5/10) - hot pawn action - Mindscape
Chronicles Of The Sword - role player - Sony Interactive
Cool Spot 3 (Spot Goes To Hollywood) - red pill grows arms and legs - Virgin
Cosmic Race - fast but too hard to control - Neorex
Creature Shock - scary monsters and super creeps - Interactive Studios
Criticom (PSX4, 7/10) - spin-around 3D fighter - Virgin
Crusader - no remorse. breeze around without feeling guilty - EA
Cyberia (PSX4, 8/10) - enhanced version search & destroy set in russia - Interplay
Cybersled (PSX1, 5/10) - battlezone for the nineties - Namco
CyberSpeed (PSX2, 5/10) - futuristic racing game - Mindscape
D (PSX-Pro4, 8/10) - successful jap horror rpg - Acclaim
D&D Tower Of Doom - translation of fantasy role playing arcader - Capcom
Darklight - surreal gear. how can a light be dark? - EA
Dark Forces - light sabre action - Virgin
DarkNet - students sucked into the net become virtual cyber beings - ASC
Dark Seed II - graphic rpg/adventure - Cyberdreams
Darkstalkers - tolkien-style versus beat'em-up - Capcom
Defcon 5 (PSX2, 8/10) - staving off a massive attack on a spaceship - Millennium
Descent (PSX5, 8.5/10) - fully immersive spaceship thang - Interplay
Destruction Derby (PSX1, G.O.M, 9/10) - driving smash'em-up that plays better than daytona - Psygnosis
Descent - enhanced version of doom-style game - Interplay
Dimm & Witt - butt-kicking action in a 3d cartoon world - PF Magic
Discworld (PSX1, 7/10) - tolkien mickey-taker - Psygnosis
Doom (PSX3, 9/10) - bloody first-person perspective shooter - GT Interactive
Dragon's Lair II - linear tap-tap-press knightly adventure - Readysoft
Dream Knight - sleepy adventure thang - Jaleco
Ectosphere - spooky goings-on based on clive barker novel - Virgin

ESPN Extreme Sports (PSX2, 7.5/10) – 'modern' sports racing with roller blades, skateboards etc – Sony
Exector – poor man's loaded – Japan
Extreme Pinball (PSX7, 3.5/10) – bobbins – EA
Extreme Power – assault suits and transformer-style planes – Profile
Fantasy Racing – racing game that no-one knows anything about – Gremlin
FIFA Soccer '96 (PSX3, 7.5/10) – updated popular footy game – EA
Firo & Klawd – hilarious rpg with a cat in it – BMG
Floating Runner (PSX6, 4.5/10)– 3d platform effort – Xing
4x4 Gear 'n' Guts – off-road racing – ASC
Fox Hunt – interactive movie game – Capcom

Frank Thomas Big Hurt Baseball – baseball sim – Acclaim
Freelancer 2120 – strategic cyber-punk action in realistic power-packed adventure – ASC
G-Police – 3d futuristic rozzer sim – Psygnosis
Gears n Guts – a jeep game that looks very much like all the 3d stuff seen on the playstation so far – Gremlin
Gex (PSX5, 8/10) – lizard swiping tail in platform scenario – Crystal Dynamics
The Great Game – spy adventures with real actors – Activision
Gunbird (PSX5, 5/10) – standard shoot'em-up – Psikyo
Gunners Heaven – standard platform/shoot'em-up – Sony
Harbinger – action game using live action video – Mindscape
Hardball 5 – violent futuristic american football-type thing – Time Warner
Hard War – reminiscent of inferno, but easier to fly – Gremlin
Have A Nice Day – or 'sim america' – Time Warner
Heart Of Darkness – one-off adventure with christopher lee's voice – Virgin
Hebereke Popoitto (PSX3, 4.5/10) – bish tetris rip-off – Sunsoft
Hermie Hopperhead – mario-type platformer – Japan
Hexen – doom-like thang, but meant to be better – GT Interactive
Hi-Octane (PSX3, 7/10) – bandwagon conversion – EA
Hive – bee'em-up – Funsoft

Floating Runner
Bish attempt at a (literally) new slant on the platform genre
XING



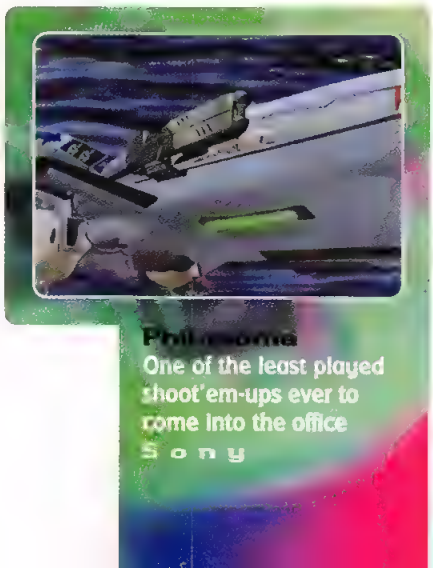
Hunters Of Ralk – rpg with you taking the role of a spirit warrior – Cyberdreams
Hyperblade – futuristic hockey game formerly known as hockeydrome – Activision
I Have No Mouth But I Must Scream– ultra-violent rpg/adventure – Cyberdreams
ICR – wacky racer – Merit
In The Hunt (PSX4, 5.5/10) – pump shoot'em-up – (surprise) THQ
Incredible Idiots In Space – see morons with weapons and lotsa ugly aliens – ASC
Incredible Toons – just like an interactive warner brothers' cartoon – Virgin
Indycar Racing – less boring than nigel mansell – Virgin
Jack Is Back (PSX3, 8/10) – first alone in the dark for the playstation – Infogrames
Jajamaru – confusing Japanese game – Jaleco
Johnny Bazookatone (PSX3, 8/10) – proved to be almost as good as its name – US Gold
Jumping Flash (PSX1, 7.5/10) – bizarre 3d fly and shoot job, looks like starwing with knobs on – Sony
Kileak The Blood: The DNA Imperative (PSX1, 8/10) – repetitive doom copy – Sony
King's Field 2 – realistic blood 'n' monsters – Sony
Knight's Chase – reincarnation, museums and magic gloves – Infogrames
Krazy Ivan (PSX3, 8.5/10) – mechwarrior with knobs on – Psygnosis

Mickey Mania
Hey Mickey it's fairly fine, but it doesn't quite blow our minds. Hey Mickey, hey Mickey!
Sony

Last Ninja – updated Amiga classic – System 3
Legacy Of Kain – Old guy leaves something behind him – Crystal Dynamics
Loaded (PSX2, 8.5/10) – overhead view shoot'em-up using gouraud shading effect – Gremlin
Lone Soldier (PSX3, 5.5/10) – hyper-violent action combat – Telstar
Magic Carpet (PSX5, 7.5) – rug'em-up – Bullfrog
Marco Polo – re-live his epic, yet rather cold, adventure – Infogrames
Mazin Mahjong – what's the fascination with tiles? – Sunsoft
Metal Jacket – mechwarrior with buttons on – Sony
Mickey Mania (PSX5, 7.5/10) – half decent platformer
Minnesota Fats – poor pool game with added full-motion video – Data East
MLBPA (working title) – baseball with animation modelled on top players – Konami
Monstrous City – large town full of ugly brutes – Virgin
Mortal Kombat III (PSX1, 8.5/10) – bloody beat'em-up goes 32-bit – Sony
Motorcross – get all dirty on a bike – Time Warner

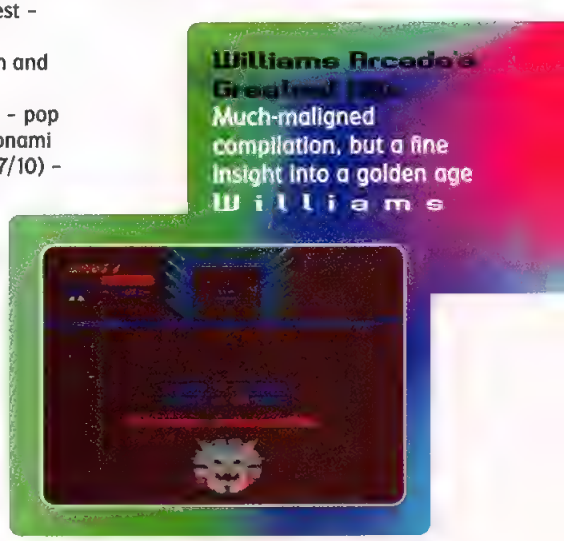
Motortoon Grand Prix - next generation micro machines racer - Sony
Ms Metaverse - look for the most desirable being in the universe - Virtual Vegas
Muppet Treasure Island - kiddie interactive entertainment - Activision
Myst (PSX5, 7.5/10) - amazing 3d version of pc classic rpg/adventure/ puzzle/strategy - Sony Interactive Europe
Myth Addventures - greek mythology arcade style - Virgin
NASCAR Racing - incredibly popular pc game - Virgin
Namco Museum Vol One (PSX5, 8.5/10) - some old arcade classics stuck on a playstation disc. Not that bad an idea - Namco
Namco Museum Vol Two (PSX5, 6.5) - some more old arcade classics stuck on a playstation disc - Namco
NBA In The Zone (PSX5, 8.5/10) - 3d polygon basketball sim - Konami
NBA Jam Tournament Edition (PSX2, 8.5/10) - arcade-perfect basketball - Acclaim
NBA Live '96 (PSX6, 8/10) - johnny-come-lately basketball sim - EA
Need For Speed (PSX5, 8.5/10) - quick as you like split-screen racer - Electronic Arts
NFL (Working title) - programmed by original madden bloke - Konami
NFL Gameday (PSX7, G.O.M. 9/10) - stop bringing out american football games! - Sony
NFL Quarterback Club '96 - life-like american footy sim - Acclaim
NHL Face-Off (PSX7, 9/10) - the puck'll take your face off - Sony
1996 Football - work it out for yourself - Time Warner
Ninja -invisible high-kicking jinks and japanese mythological gear - Core
Novastorm (PSX2, 6/10) - 3d shoot'em-up - Sony Interactive Europe
Off-World Interceptor (PSX4, 5.5/10) - stomach-churning jumps over alien landscapes - Crystal Dynamics
Olympic Games - lucrative licence, no doubt - US Gold
Olympic Soccer - amateur footy fun for all - US Gold
Onside - professional footballing fun - Telstar
P.O'ed (PSX7, 7/10) - weird doom rip-off - Time Warner
Panzer General (PSX4, 7.5/10) - ssi war game - Mindscape
Parasite - scary notion of a copper from another planet possessing you - Sony Interactive Europe
Parodius Deluxe (PSX2, 6.5/10) - standard h/scrolling shoot'em-up - Konami
PGA Tour Golf (PSX2, 8/10) - texture-mapped classic golf sim - EA
Philosoma (PSX4, 6.5/10) - many-faceted shoot'em -up - Sony

Policenauts - strange hybrid - Konami
Power Hockey - playstation answer to ea hockey - Virgin
Power Serve - 3d tennis with agassi & sampras caricatures - Ocean
Powerful Pro Baseball '95 & '96 - based on j-league baseball - Konami
Powerful Family - archaic-style scrolling beat'em-up - Sony
Premier Soccer - multi-perspective 3d footy - Konami
Primal Rage (PSX7, 7/10) - monsters battering each other in 3D - Time Warner
Prime Goal EX (PSX2, 7/10) - exceedingly slow j-league footy - Namco
Prisoner of Ice - beat the nazis (good idea) - Infogrames
Project Morph - 3d flashback sequel - EA
Project Overkill - intense military action- Konami



Psychic Detective (PSX6, 7.5/10) - sherlock holmes goes all cerebral - EA
Raiden Project (PSX1, 8/10) - standard v/scrolling shoot'em-up - Ocean
Rapid Reload (PSX1, 7/10) - horizontally scrolling 16-bit-style shooter - Sony
The Raven Project - win back the earth - Mindscape
Rayman (PSX1, 9/10) - testing platform game with ballz-style sprite - UbiSoft
Ray Tracer - we think it's a shoot'em-up - Taito
Razorwing - strategic 3d blaster set in a hover tank - Sony
Rebel Assault 2 - hopefully a decent conversion of pc incarnation - Virgin
Reloaded - the sequel to loaded - Gremlin
Resident Evil - tremendous adventure epic - Virgin
Return Fire (PSX6, 7/10) - guns 'n' that - Time Warner
Return of the... - tough guy with nunchukas - ASC
Ridge Racer (PSX1, 8/10) - racing conversion - Namco
Ridge Racer Revolution - (PSX5, 8.5/10) - another racing conversion - Namco
Rise 2: Resurrection (PSX4, 7.5/10) - this time the robots can jump over each other - Mirage
Road Rash (PSX4, 7/10) - only decent 3do game gets a timely conversion - EA
Robo Pit (PSX6, 6/10) - feeble beat'em-up - Altron
Rugby League - 13 blokes on either side having a row - Alternative
Screaming Wheels - super-fast racing simulation - JVC
Sentient - save a space station - Sony
Sex 'n' Drugs 'n' Rock 'n' Roll - looking forward to this one - Time Warner

Shanghai: Great Moments - tile game with knobs on - Activision
Shanghai: Triple Threat - tile game with more knobs on - Activision
Shellshock (PSX5, G.O.M. 9/10) - serve a tour of duty with superfly guys - Core
Shockwave (PSX3, 8/10) - defend the earth in 3d - EA
Shredfest - snowboarding featuring video clips - EA
Silverload - wild west adventure - Vic Tokai
Slayer - ssi first-person perspective adventure - Time Warner
Slipstream - re-done in manga style - Gremlin
Soviet Strike - colder desert strike - EA
Space Griffon VF-9 - hi-tech doom copy - Panther
Spawn - stop the mad one - Sony
Split Realities - obscure two-faced goings on - JVC
Spud - adventure starring a potato - Alternative
Starblade Alpha (PSX2, 5.5/10) - original arcade star wars game gets proper graphics - Namco
Starfighter 2000 - hope it's better than lone soldier - Telstar
S.T.O.R.M. - underwater action in the 22nd century - ASC
Street Fighter Animated - game of the cartoon of the game - Capcom
Street Fighter: The Movie - game of the movie of the game - Capcom
Street Fighter Zero (PSX4, 8/10) - surprise - Capcom
Striker '96 (PSX2, 8.5/10) - footy sim - Warner Int
Suikoden - manga influenced rpg - Konami
Syndicate Wars - arcade action and strategy through 360 degrees - EA
Swagman - totally immersive gaming experience - Core
Team 47 Goman - action shoot'em-up - 47 Tek
Tekken (PSX1, 9/10) - incredible multi-combo beat'em-up - Sony
Tekken 2 - second in ground-breaking beat'em-up series - Namco/Sony
Theme Park (PSX2, 7.5/10) - classic strategy - Bullfrog
Thunderhawk 2 (PSX 3, 8.5/10) - helicopters with impressive explosions and carnage - Core
3D Baseball '95 - play ball in realistic stadia - Crystal Dynamics
3D Golf (working title) - arcade conversion polygon golf - Konami
3D Lemmings (PSX2, 8.5/10) - next generation suicidal rodent-saving extravaganza - Sony Interactive Europe
3D Ninja - complicated fighting epic - Jaleco
3D Soccer - polygon based footy game - Konami
Tilt - colourful pinball from all angles- Virgin
Time Commando - action adventure - Electronic Arts
Titan Wars - titanic combat shooter set in a3d universe - Crystal Dynamics
TNN outdoors Bass Tournament '96 - catch cyber-fish - ASC
Toki Meki Memorial Forever - a teenage boy looking for his dream girl - Konami
Tokyo Highway Battle - good quality ridge racer clone - Jaleco
Tomb Raider - third-person action adventure - Core
Toon Struck - warner bros cartoon licence - Virgin
Top Gun - this will take your breath away - MicroProse
Toshinden 2 (PSX5, 8.5/10) - vs beat'em-up - Takara
Total Eclipse Turbo (PSX2, 7/10) - like x-wing star wars scene - Crystal Dynamics
Total NBA 96 (PSX4, G.O.M. 9/10) - amazing basketball sim - Sony
Track & Field - like the old one, except with motion-captured athletes - Konami
Trash It - bin'em-up - Time Warner
True Pinball (PSX3, 9/10) - hi and lo-res pinball fest - Ocean
Tunnel B1 - 3d search and destroy - Ocean
Twinbee puzzle game - pop 'n' twinbee caper - Konami
Twisted Metal (PSX2 7/10) - 3d street racer - Sony
V-Max - futuristic racer with space-ships - Mindscape
Velocity - action game - PF Magic
Viewpoint (PSX3, 8.5/10) - next gen zaxxon - EA
Virus - first-person shooter - Sony
VR Baseball - a realism-fest - Interplay
VR Pool - was a classic on the pc - Interplay
Warhammer - official licence of fantasy battle game - Mindscape
Warhawk (PSX2, 6/10) - fly a spaceship through canyons - Sony
Waterworld - film licence - Interplay
Williams Arcade's Greatest Hits (PSX5, 8/10) - nostalgia, defender-style - Williams
Wing Commander 3 (PSX5, 7/10) - multi-media affair, with mark hamill - EA
Wipeout (PSX1, 9/10)- super-fast racer - Sony
World Cup Golf (PSX4, 5/10) - worst golf game - US Gold
Worms (PSX2 G.O.M. 9/10) - pure fun and gameplay - Ocean
WWF Wrestlemania (PSX2, 8.5/10) - top grappling fun - Acclaim
X-Com - ufo, basically - MicroProse
X-Men Children Of The Atom - beat'em-up- Capcom
Zeitgeist - gratuitously blast away spaceships - Acclaim
Zero Divide (PSX4, 8/10) - what rise 2 should have looked like - Ocean
Zoop - addictive puzzler - Viacom New Media
Zork: Nemesis - surreal horror story - Activision



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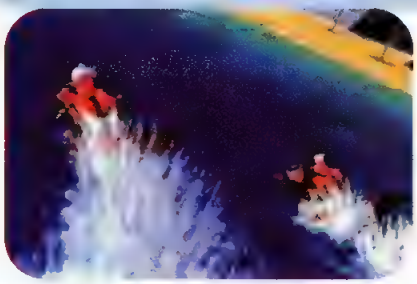
Bad times behind me

American Laser Games is boasting that this November gamers will get SHINING SWORD (SS) – a *hot new 32-bit fighting/exploration game unlike anything now available.* Featuring a universe full of texture-mapped polygons, the developers are pioneering an animated particle system to create waterfalls and streams of flame. The characters and worlds are 3D, the heroes are made of seamless polygons (so no there's no break-up). It's for one or two competitive or co-operative players, and at times you'll have to fight two foes at once. As with all the main news items this month, SS will be covered in future PSX-Pros.



Second royal plot

KING'S FIELD II is a first person action adventure that eclipses the original in detail, gameplay and sound effects. This time, you get to wander a bigger, more menacing world of fully rendered 3D polygon texture mapped reamdom. Recii has listened to consumer feedback from the internet and added a load of improvements, paying attention to the control system, the game length and the storyline. Claiming that it could take months to explore the whole game (*many* – see fly words, issue two), King's Field II has a higher frame rate for turning round and looking up and down and a plot to die for.

Taking on tekken?

It's an accepted part of PlayStation culture that brawl games will keep on coming regardless of how overpopulated the arena may seem. In a shock move from Namco, SOUL EDGE is about to join the fray as a direct competitor to Tekken and Tekken 2.

Claiming to meld '3D movement, polygon characters, multiple grip graphics and awe-inspiring moves', Soul Edge is to take a flying leap at its scrapping rivals shortly after the release of Tekken 2. Namco's latest throw of the us beat'em-up dice has a 'one of a kind combat system' and is 'an arcade-perfect translation from the coin-op via System II technology.'

Should be ream, then. Previewed next month.

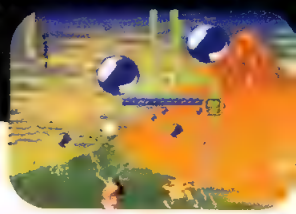
What has Sony got?

It's got the lot. Ignoring the amazing CRASH BANDICOOT (see preview and interview earlier) for now, Sony can still boast a fine line-up even if it is littered with sequels. Expected for the winter are the sequels GAME DAY '97, FACE OFF '97, 2XTREME (the sequel to ESPN Extreme Sports), SAMURAI SHODOWN III, TWISTED METAL 2 and JUMPING FLASH 2. Along with these cash-ins, however, come a host of potential reamsters. Baseball sim MLB PENNANT RACE, yank footy sim NCAA GAME BREAKER and basketball sim SHOOT OUT complete the sporting line-up. Next come the pagga titles – TOBAL NO. 1, KING OF FIGHTERS and REAL BOUT FATAL FURY should be enough reason never to buy a third-party publisher beat'em-up again.

To coin a rubbish catch phrase, *come here – there's more.* Scheduled for summer releases are BEYOND THE BEYOND, CARNAGE HEART, AQUANAUTS HOLIDAY, BOGEY: DEAD 6 and PROJECT: HORNED OWL. And to follow in the cold months will be EPIDEMIC and SPAWN. Expect enormo-coverage in the next few issues of PSX-Pro.

STOP PRESS Acclaim's commitment to the PSX was evident at the E3 with a hefty *out soon* line-up consisting of NBA JAM EXTREME, BATMAN FOREVER:THE ARCADE GAME, FRANK THOMAS BIG HURT BASEBALL, IRONMAN/XO MANOWAR IN HEAVY METAL, WWF IN YOUR HOUSE and SPACE JAM.

- Accolade showed off its three new products BUBSY 3D, LEGENDS FOOTBALL '97 and VANDALS.
- Activision's best effort was BLAST CHAMBER – a distinctly odd action/strategy thang launched at the spring ECTS.
- Continuing its commitment to PSX'pads, ASCII has developed the VORTEX ANALOG CONTROLLER. Apparently, the button layout of the Vortex is based on the flight controls in actual fighter jets. Expect it'll be good for playing flight sims, then.
- Capcom's DARKSTALKERS, to be published over here by Virgin, will be reviewed next month.
- In 1990, beards ago in video gaming terms, Pang came out in the arcades. Super Pang soon became one of the SNES's flagship shoot'em-ups and it wasn't long before the sequels came as fast and furious as a prefect in a boarding school shower. The BUSTER BROS COLLECTION sticks all three Pang arcade games on a PlayStation CD and dares you to burst first. Out now in the US.



Politically incorrect title

Thankfully, Capcom's FOX HUNT isn't about chasing a defenceless animal around the countryside before ripping it to shreds.

It's an interative spy comedy thriller featuring action, aduventure and it's unique selling point of duelling Elvises – or should that be Elvi?

The whole thang's been shot on 16mm film so there's gonna be a picture quality that can't be replicated by video tape. Shot on location in Los Angeles and Aspen, Colorado, the film production took up over 40 sets and 2100 camera set-ups to depict 735 scenes. In comparison, the average movie includes only around 150 scenes.

Jack Fremont is the name of the character you'll be controlling – he's played by newcomer Andrew Bowden, but your sidekick Chauncey is portrayed by erstwhile James Bond George Lazenby (out of On Her Majesty's Secret Service). Already available for the PC-CD Rom, there's also a CD soundtrack which came out in the US back in January.

Songs from the Violent Femmes, Faith No More and the Butthole Surfers should give you some indication of the hectic pace of the game.

Marvellous pagga

When a game features Iron Man, Spiderman and Captain America, it doesn't necessarily have to be any good in order to sell. Capcom, however, is the company behind MARVEL SUPER HEROES (MSH), so it should be top. MSH is a fighting game, so expect to see Spidey lobbing webs, Captain America chucking shields and the Hulk throwing tantrums. President of Capcom Greg Ballard understandably has the horn for MSH - *The arcade version of MSH has been a tremendous hit and we expect nothing less from the home versions.*

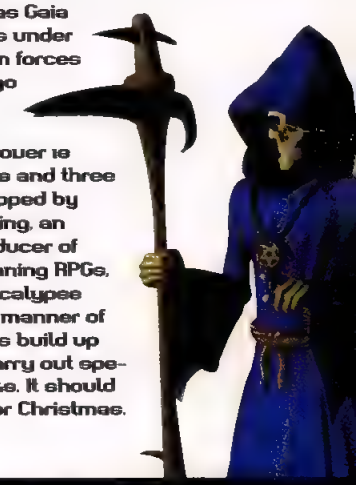
Psygnosis' sequels

If the sequel's a bone of contention, then Psygnosis has got a full rib cage of 'em. DESTRUCTION DERBY 2 (DD2), WIPEOUT 2 and DISCWORLD II are all follow-ups to games reviewed in the first ever PSX-Pro, then known as SonyPro. DD2's main improvements on the original are banked curves, a pit stop area and a greater selection of racing styles. Discworld II features a full screen viewing mode, along with a range of cinematic effects including fades, pans and close-ups. WipEout 2097 can now cope with up to 15 craft on the course at any one time and has added pit stops and check points to the gameplay of the original. The arsenal of weapons is more impressive than that of WipEout and, as one of the few privileged enough to have a do at the E3, PSX-Pro's editor can vouch that it's faster than its furiously-paced forerunner.

Silver bullet

WEREWOLF: THE APOCALYPSE is a 3D isometric howl at the moon'em-up set in a gothic landscape. The werewolves of legend, the Garou, are struggling to protect the forces of creation as Gaia Spirit of the Earth is under attack by the Wyrm forces who are having a go at knacking up the air and water.

Scraps take place over 15 levels in six worlds and three sub-worlds. Developed by White Wolf Publishing, an Atlanta-based producer of several award-winning RPGs, Werewolf: The Apocalypse lets players do all manner of mad things such as build up Rage Points and carry out special magical attacks. It should hit Britain in time for Christmas.



so expect an autumn release over here.

- HARDWAR and GEARS N GUTS from Gremlin will be previewed next month.
- HEXEN, the Doom-with-knobs-on from GT Interactive, will be reviewed next month. So will GENDER WARS from the same company. A review of MAYHEM, previewed last month, will be in issue 10.
- The totally mad and in no small measure not bad DUKE NUKEM 3D, also from the prolific GT Interactive, will be previewed next ish along with GT's robotic combat lark XS.
- Expect to see a load of new software from Interplay over the next few months. STAR TREK: STARFLEET ACADEMY, ROCK N ROLL RACING 2 (using a much better game engine than the original), ARMED - a side scrolling shoot'em-up with puzzle elements and spook'em-up CASPER should all enhance Interplay 's already impressive PSX portfolio.
- Konami's long-awaited isometric answer to Loaded, PROJECT OVERKILL, will be reviewed next month.
- LETHAL ENFORCERS 1 & 2 is coming out on a single PSX disc, packaged with the official Sony gun, early next year from Konami.
- RPG fans will be happy to know that Konami's SUIKODEN is on its way. The next generation's answer to Zelda, the player's plunged head-first into an alarming civil war situation.
- MLBPA BOTTOM OF THE 9TH, Konami's baseball release already previewed in PSX-Pro.

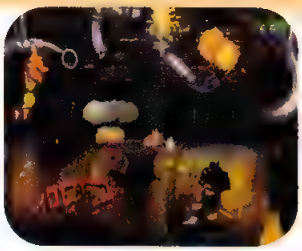
Phillin' Plasma

Capcom's STAR GLADIATOR is a futuristic weapons en garde'em-up. The arcade version is due out in the US any minute now, but the whole thang was originally developed on the PlayStation and the version we want won't be available until Christmas. Greg's glasses are steaming for this title. *We have already proved we can create arcade-perfect 32bit games. We now add a focus to produce outstanding 3D games*, he purred. Set in 2348, the idea is that we've finally managed alien contact (big deal – we have to talk to Andy every day) and inter-planetary travel is easy. Dr Bilstein has created a cyborg body for himself and has gathered together a gang of fighters. Look out for Saturn and his Plasma yo-yo, Gamof the hairy, axe-wielding alien and Indonesian psychic Gore.

Final Doomquakexenukem 3D?

You blasted your way through an onslaught of undead marines and hell-spawned hordes in Doom, Ultimate Doom and Doom II. Now you can retire. Right? No, actually – wrong. The flesh-eating mutants are alive and kicking in FINAL DOOM, the last of the legendary Doom products.

Its two new 32 level episodes complete with new stories – Evilution and the Plutonia Experiment – new scarily realistic graphics and new pulse-pounding music. It's time to finish what you started. Or else you could go for QUAKE, which is much the same thing. In fact HEXEN and DUKE NUKEM 3D (see Stop Press) are pretty damn similar too. The thing is, they're all ream and PSX-Pro's gonna review 'em all first!



High-ranking rankster

When we heard that MAJOR DAMAGE would be the first PSX game to use Digital Image Design's new 'Monkey' technology, we couldn't help but take a further look. Monkey is a cybernetic puppet which allows 3D artists to create a huge range of true 3D movement for each individual game character.

Major Damage is Retro City's superhero. Not only does he batter crims, he does so in such a clumsy manner that he keeps Retro City's construction workers in gainful employment! A platform/shoot'em-up, Major Damage is a explosive one or two player romp.

Consisting of five different worlds and 16 levels, the emphasis is generally on destruction and when older brother Colonel Carnage gets in on the act Retro City is in for some big-time devastation as the belligerent twosome battle it out with the fearsome Lord Fugu. Out in August in the US, so there's a good chance it'll get a British release before yuletide.

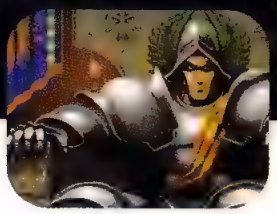
More from Mindscape

Mindscape is bringing out tons more PlayStation stuff and rumour has it that it's not that bad at all!

STARWINDER – a futuristic race game, AARON US RUTH – a superstars of basketball epic, MINDSCAPE GOLF – an er... golf game and NCAA BASKETBALL: FINAL FOUR '97 are all coming our way over the next six months. Of the four, Starwinder has the most potential. Reminiscent of the PC's Mega Race and the PlayStation's Hi-Octane, the action is set in a real-time rendered 3D universe with complete freedom of movement on all six axes.

won't reach British shores.

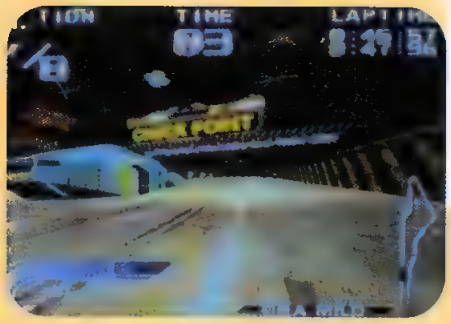
- INTERNATIONAL TRACK & FIELD, however, will grace British homes in time for the summer Olympics and PSX-Pro will have the first review.
- Konami Links, already previewed in PSX-Pro, has been re-named THE FINAL ROUND and is due out early 1997.
- NFL FULL CONTACT, also from prolific publisher Konami, will add to the ever-growing range of American footy games available on the PSX early next year.
- What's the fascination with yank sports? Dunno, but NBA IN THE ZONE 2 is set to become the first PSX basketballing sequel early in the new year.
- STEEL HARBINGER, WARHAMMER and THE RAVEN PROJECT, all previewed in recent editions of PSX-Pro, will be reviewed in the next two issues.
- We're still playing Tekken 2! Full, unexpurgated, definitive review in next month's PSX-Pro.
- Psygnosis' FORMULA ONE will be reviewed in full next month.
- Ubisoft's E3 PSX offerings were both re-works of successful past titles. Rayman 2 and Street Racer PlayStation, both due out this year, should keep the cash rolling



Confessions of helix krull

Konami is promoting BROKEN HELIX as a 'thinking man's adventure.' That's one way of attracting a new audience, although obviously no-one at PSX-Pro is remotely interested. President of Konami's consumer division Andrew Donchak tried to explain further, 'In developing the storyline for Broken Helix, Konami wanted to be certain to deliver a difference for adventure fans, creating a plot that drives the action forward with its intriguing twists, turns, tragedies and challenges.'

Now that's clear, it only remains to say that it'll be previewed next month. And that it looks wild – we've seen a rolling demo.



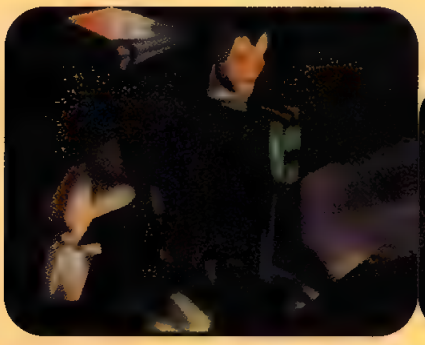
Wiping out WipEout

Konami's SPEED KING, another coin-op conversion, is gunning for WipEout 2 to kickstart a battle of the future racers in the build up to Christmas. Andrew Donchak commented, 'Speed King radically changes th racing challenge and the floating on air feeling is something you have to experience to believe. It is truly a ride of the most unbelievable kind.'

Spectacular 3D environments provide the ideal backdrop for the ultimate test of PlayStation racing ability. With the use of the memory card, players can compete against previous opponents' vehicles.

Show highlight

CRYPT KILLER (CK) is to be converted onto the PSX. To be packaged with a light gun, CK's about shooting mummies. And that's it! Maybe it's cos we've got something against the undead, but it's going to be mint. Who cares about repetition when you're ridding the world of zomboid ranskters? The coin-op's mint – there's three plastic pump-action rifles and you can point them as close to the screen as you like. The undead keep on comin' at ya!



Proper martial arts

Tekken and Toshinden re-wrote the rules of the vs fighting genre. KUMITE – THE FIGHTERS EDGE, however, is set to eclipse any combat game that's gone before.

The first PSX pagga-fest to use *x-ing* – the art of real-life combat attack and defence where fighters move diagonally – Kumite is gonna kick up a storm. The texture-mapped characters show battle damage as the bouts progress and never before have true martial arts techniques been so accurately captured in a console game.

into the French company's coffers.

- Re-named Super Probotector for no good reason on the British SNES, Super Contra sold like Fatburgers in the US. CONTRA – LEGACY OF WAR brings an all-new updated platform shoot'em-up and you need to wear 3D specs to get the best out of it. Konami, knowing that none of us could part with our 3D specs after sitting through the atrocious Friday the 13th 3D and Jaws 3D, is onto a sure fire winner here and is to package the game with a free pair, just in case we lost 'em. PSX-Pro is hoping to run the first ever 3D review to be seen in a games mag, and if the people at Konami are as smart as they reckon they are, you'll be reading it in two issues' time.
- Next month, look out for a gigantic feature on Virgin – direct from its headquarters in Irvine, California. The interviews have been done, but we're awaiting the early game demos. Spot Goes To Hollywood, Grid Runner and Propaganda look particularly ream at the moment.
- Also expect to see massive preview features on some of the other PlayStation software biggies. Konami, Sony and Psygnosis are all girding their loins for an all-out autumn/winter assault on our next generation console gaming senses.
- Finally, next month you can win Johnny Rotten's autograph!

Another marvel licence

Mindscape has spent big in acquiring the licence for a game based on the exploits of the superheroes featured in the Marvel 2099 comic. Super-villain Anthony Herod is after world domination. Your mission is to lead a battalion of mutants and superheroes consisting of some of the finest toughs going. The likes of Spiderman 2099, Hulk 2099 and the Thing 2099 are all in there, battling for your cause in a non-linear side-scrolling game. PSX-Pro can exclusively reveal that at the moment it looks a bit bish, but judgement shall be reserved as the game is so far incomplete.

And that's not owl...

Psygnosis has plenty more up its feathered sleeve than just (admittedly brilliant) sequels. ALPHASTORM is an action/strategy job where the player has to fill the boots of a rogue space pirate and navigate the space lanes to gain fame and, more importantly, riches in a war-torn universe.

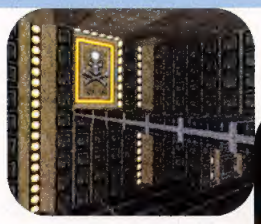
ATHANOR is set in a virtual universe based on Greek mythology. Players gets the chance to batter/be leathered by the minotaur, the hydra and the snake-headed gorgon bitch Medusa.

THE CITY OF LOST CHILDREN is a Res Evil/Jack Is Back style walk around/interact with the furniture and try not to get killed fest. Using a combination of rendered graphics and motion captured characters, the plot of the acclaimed French movie upon which this is based is eerily re-created. A festive season release.

THE FALLEN, a strategy adventure set in a futuristic American cityscape, sees a group of law enforcers, the Lords, taking out their aggression out on society's drop-outs – the fallen. Out in time for Christmas.

Another forthcoming Psygnosis release with the definite article in the title is THE ISLAND OF DR MOREAU. Based on the writings of HG Wells (of The Time Machine and War Of The Worlds fame), a creative mix of hi-res 3D and pre-rendered FMV evokes an atmosphere of proper doom and gloom. Out in spring 1997.

MONSTER TRUCK RALLY takes the best elements of Destruction Derby and Krazy Ivan to create an exciting off-road driving number. One in-game element that particularly impressed the editor at E3 was the squash'em-up. This piece of action challenges you to drive over a line of parked cars and crush them as fast as you can.



SENTIENT is set in a space station inside a sun, or is it a plague inside a body or is it just a haunting memory burnt deep inside a mind? Find out next month in PSX-Pro's exclusive preview.

TENKA, on the other hand, is a 3D shoot'em-up that pays homage to the Doom tradition, but uses polygon-created enemies to create a genuinely foreboding sense of danger and violence. When you're being chased by an diabolical bast rather than a mish-mash of pixels, that's when the adrenalin really starts pumping. A definite PSX-Pro tip for the top. Out March 1997.

Don't bank on RODNEY MATTHEWS being the name of this next game when it's released next spring as it's only its working title. With graphics based on the acclaimed illustrations of, yes you guessed it, Rodney Matthews, it's a case of breezing around some wild scenarios in a land buggy and a flying fighter.

Finally, Lemmings platform game THE ADVENTURES OF LOMAX takes its inspiration from Ubisoft's Rayman and will appear in British stores during that time of year when the Queen comes on telly to show off her latest pearl necklace and bore us all rigid.

Inevitable!

Capcom is set to release the umpteenth incarnation of the Street Fighter (SF) series – STREET FIGHTER ALPHA 2 and with good reason. SF Alpha has already sold around a quarter of a million units in the US alone and although the yanks can justifiably be accused of being a bit stupid, they usually know a good game when they see one. Greg Ballard is feeling hot. 'I think Alpha 2 will surpass SF Alpha and will set a new mark for other games to be measured against,' he declared.

A massive 18 characters are selectable and they come with new options including high and low Alpha counters, additional moves and combinations and the all-new custom combo system. Expect Virgin to publish the game over here, but if you can't wait until next year, start saving, head for the import shop and prepared to be ripped off in time for the festive season.

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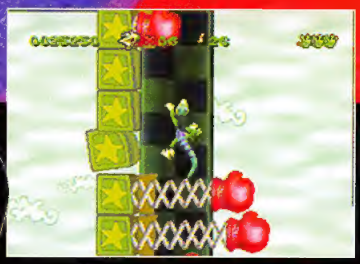

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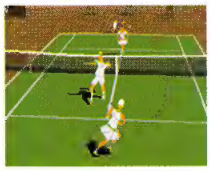

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